

50th
ISSUE SPECTACULAR

THE 50 BEST PLAYSTATION GAMES EVER

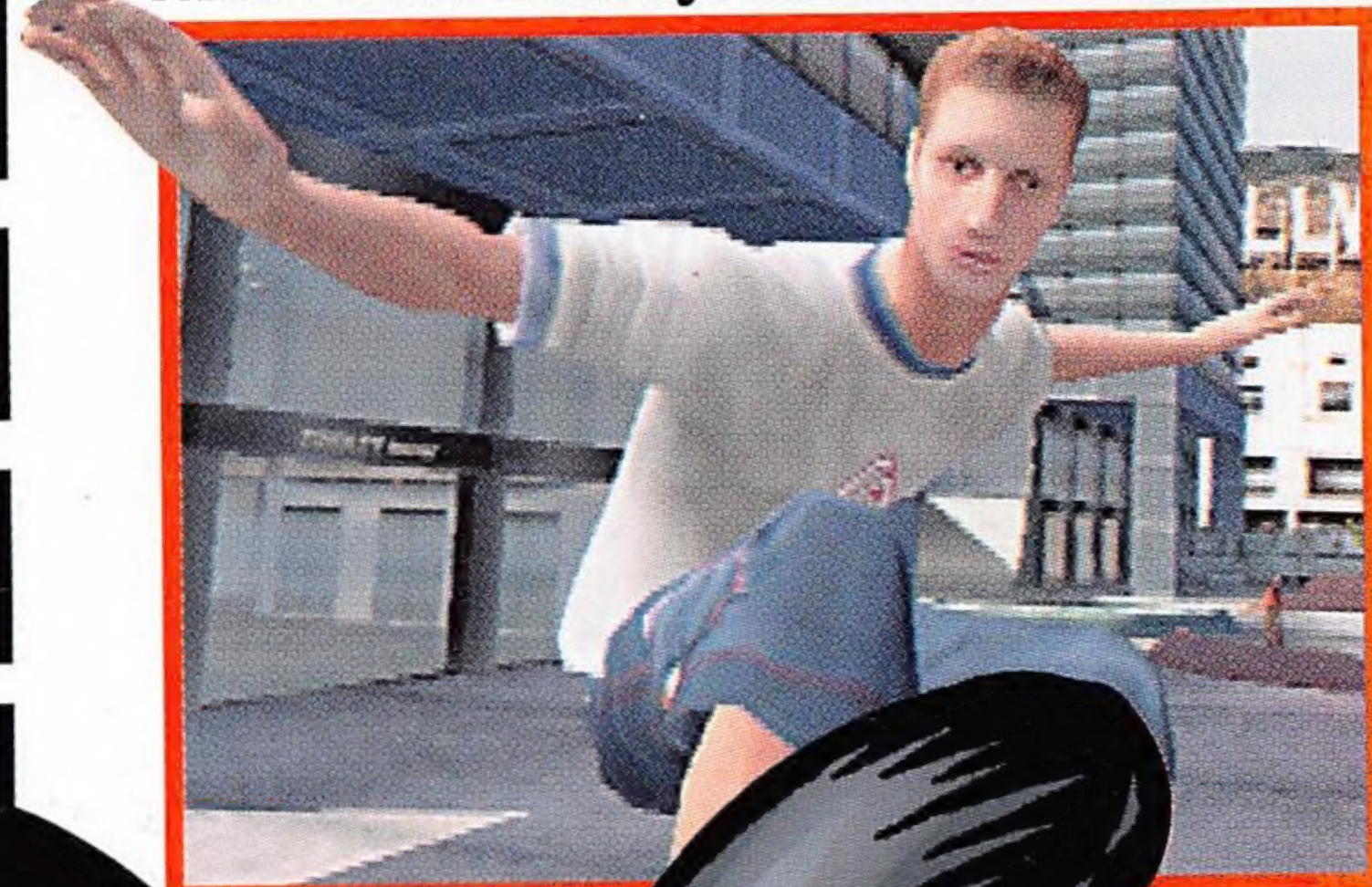
I N D E P E N D E N T

PSM

PS2 & PLAYSTATION MAGAZINE

TONY HAWK 3

NEW LOOK at Tony's thrashin' PS2 debut!



SSX TRICKY

EXCLUSIVE PLAYTEST

- ▶ First gameplay screens!
- ▶ Every secret revealed!

FINAL FANTASY X

HANDS ON!

- ▶ 35 Exclusive Screens
- ▶ Final Fantasy Online:
First Amazing Look!
- ▶ Square's Next Games

**PS2
Hard
Drive:**
*Do you
need it?*





PlayStation®2

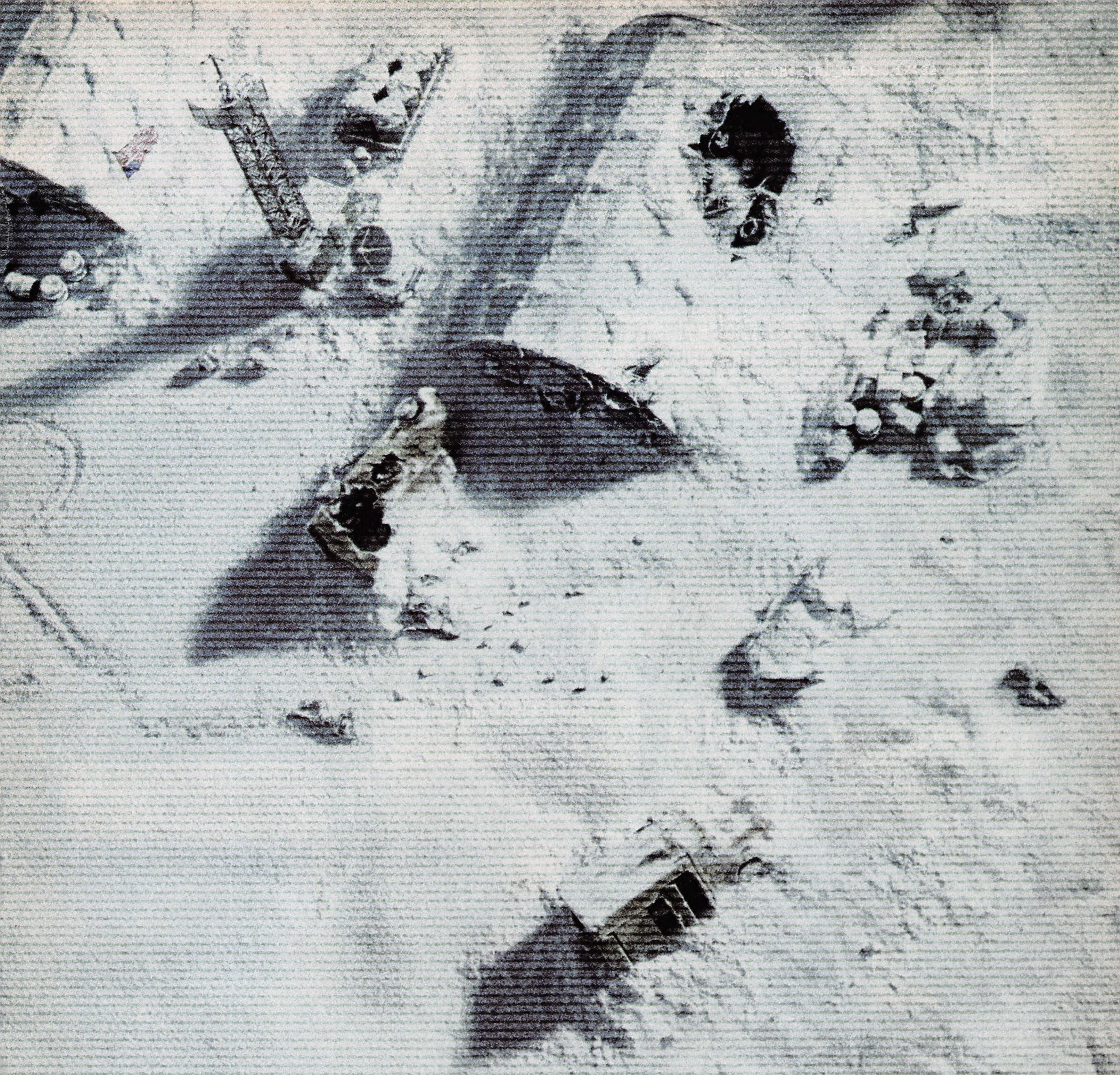


Blood
Violence



www.scea.com

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7 MILES ABOVE ANTARCTICA, A WEATHER SATELLITE SENDS BACK AN IMAGE.

Your special forces reconnaissance unit is ordered to investigate a distress signal. You arrive and discover a virus has violently mutated every living and non-living thing in its path. The mission objectives are clear: rescue survivors, secure the area and destroy the virus. If you can.



DETAILS. DETAILS.

11

NUMBER OF RAMPS ON THE X GAMES STREET COURSE.



8,460

NUMBER OF BOARD SET-UP COMBINATIONS AVAILABLE.



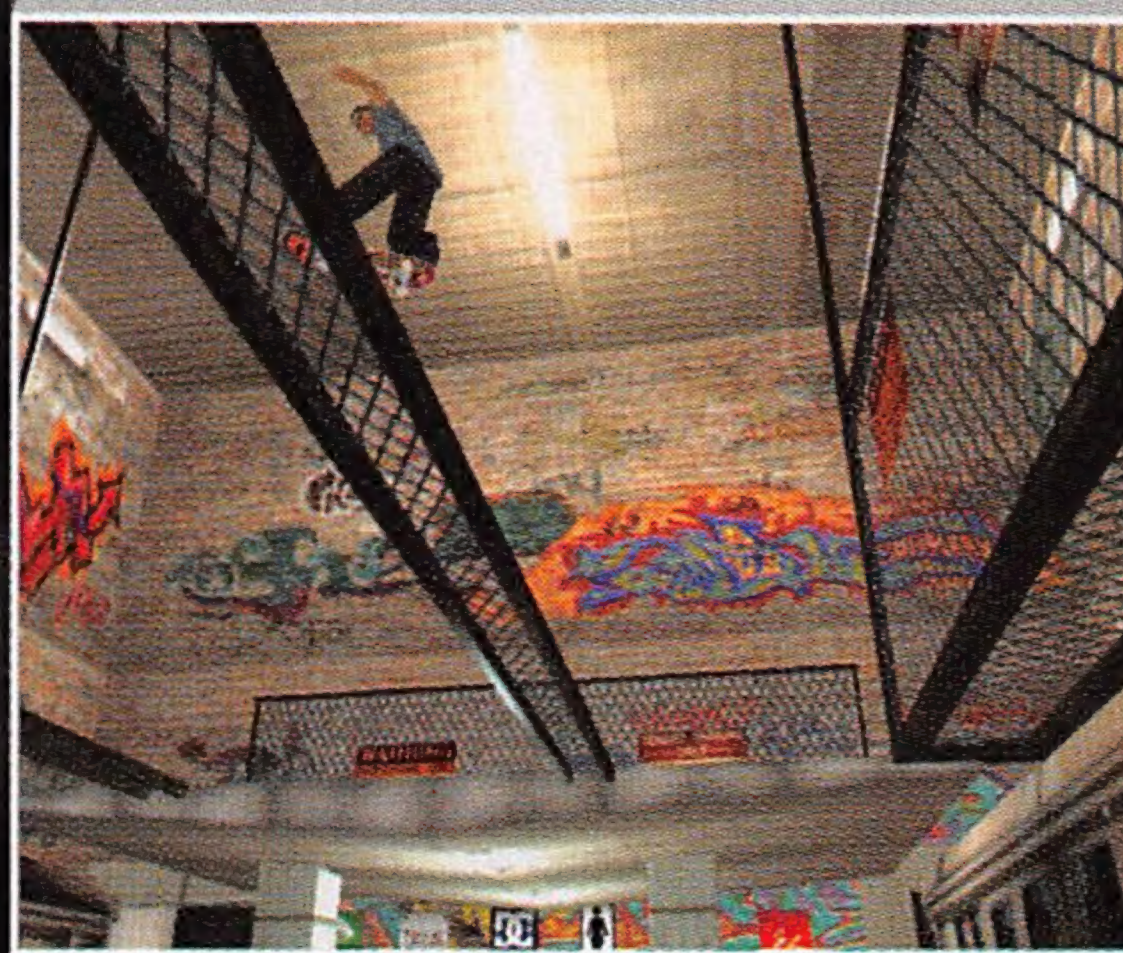
19

NUMBER OF KICKFLIP COMBINATIONS



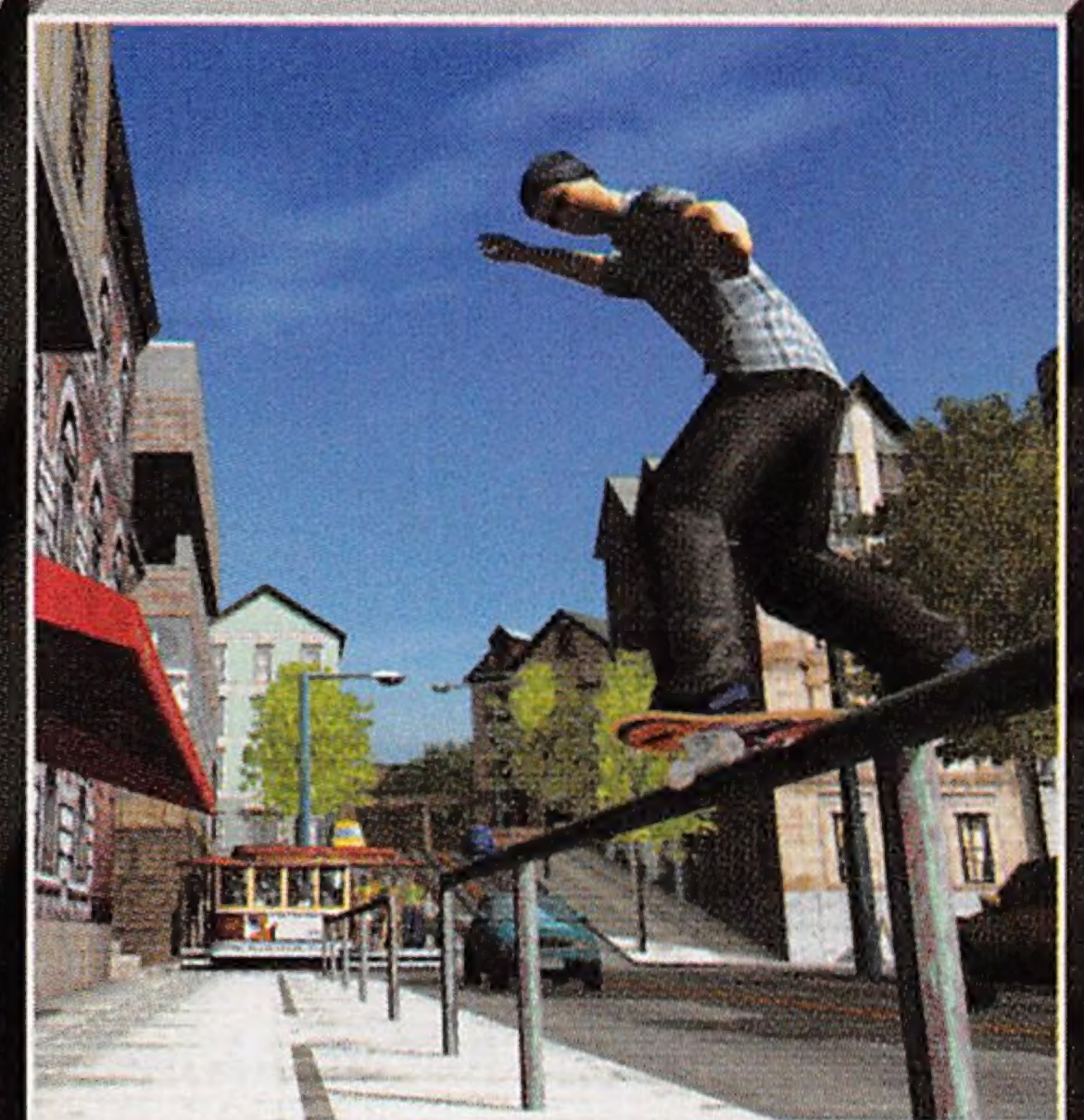
1,000

POINT VALUE FOR GRINDING ACROSS A SUBWAY STATION.



9

NUMBER OF LOCATIONS TO SKATE AND COMPETE IN.



ESPN X Games Skateboarding is the first skateboarding game for the PlayStation®2 computer entertainment system that puts you right in the middle of the largest

action sports event in the world. Ride as one of 8 incredible pro riders and choose all of their sponsored gear and boards. Progress through nine mind-blowing action/arcade



PlayStation®2

GAME BOY ADVANCE

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DETAILS.



8

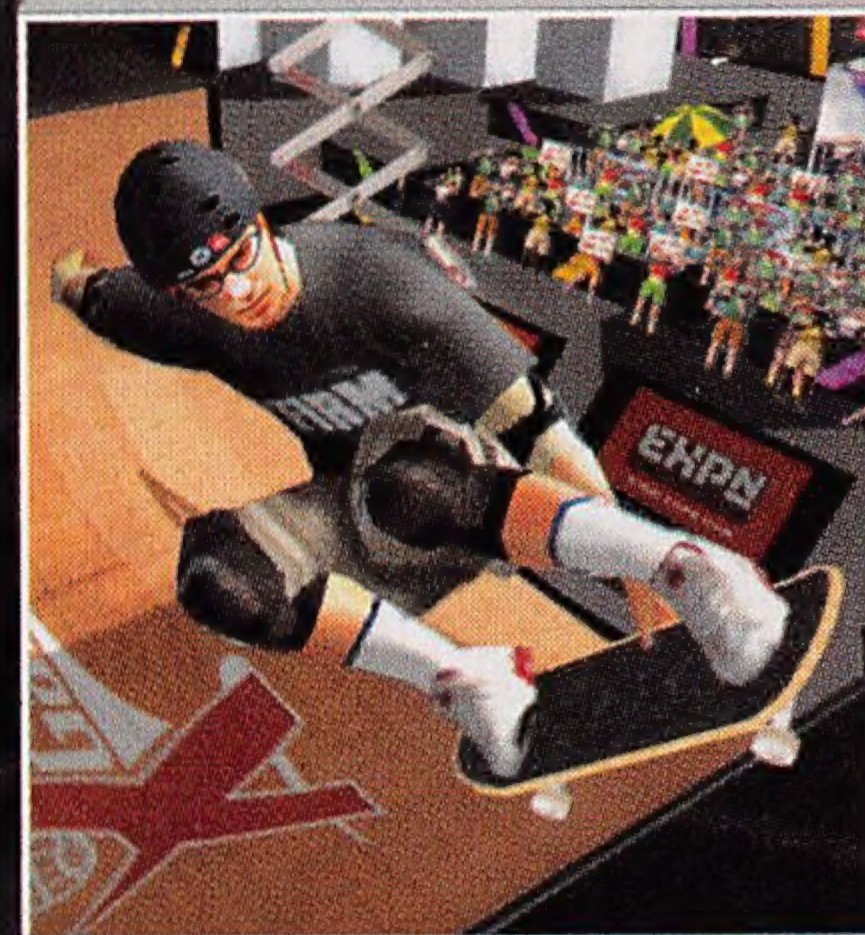
NUMBER OF PRO'S YOU CAN PLAY AS.

RICK MCCRANK, LINCOLN UEDA, KERRY GETZ, COLIN MCKAY, CHRIS SENN, CHAD FERNANDEZ, CARLOS DE ANDRADE, BOB BURNQUIST



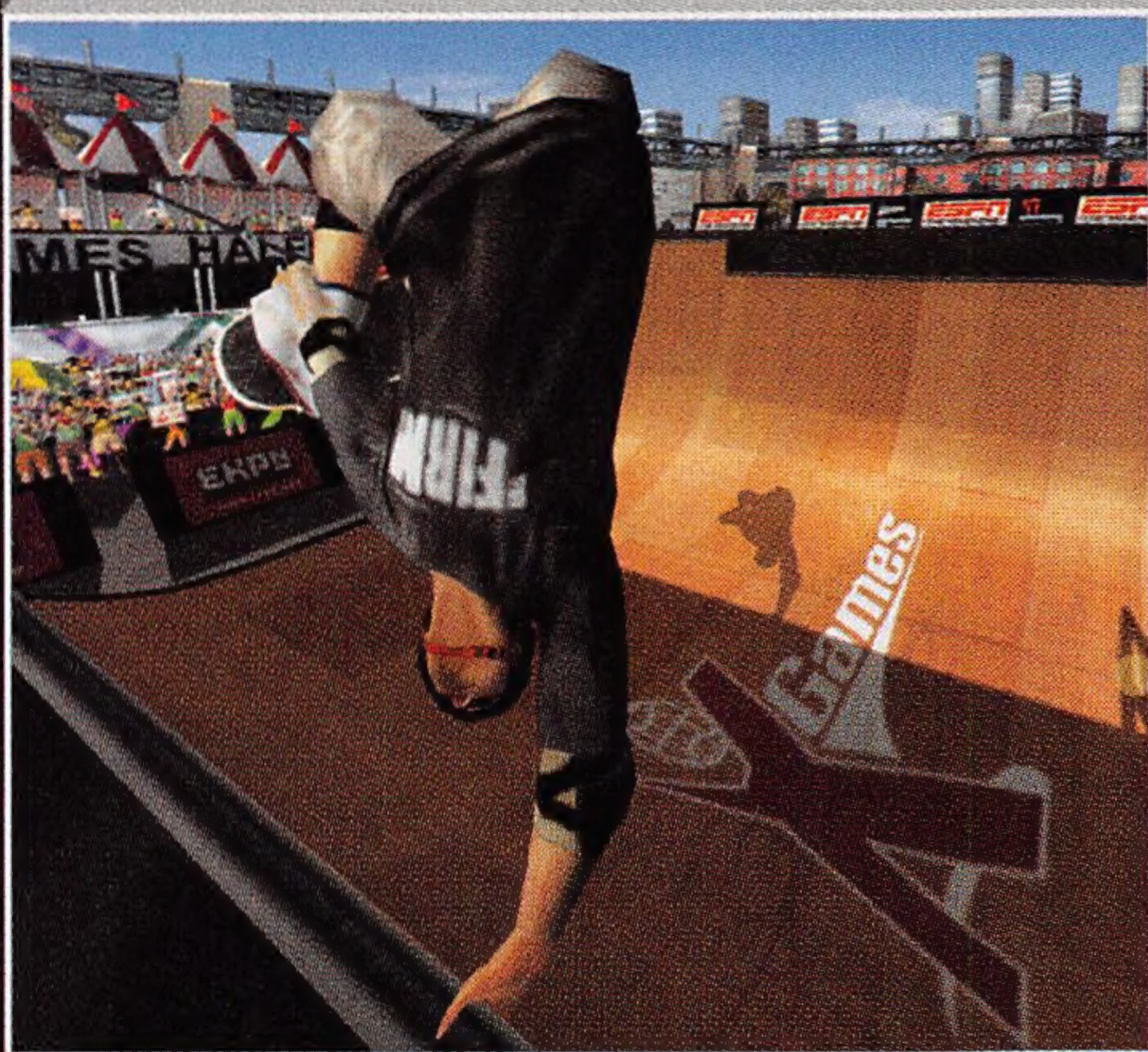
2,009

NUMBER OF POLYGONS USED TO MODEL BOB BURNQUIST.



2.4 Billion

TOTAL NUMBER OF TRICK COMBINATIONS.



201,126

NUMBER OF ATTENDEES AT THE 2000 X GAMES IN SAN FRANCISCO.



BRYCE KANIGHTS

levels from the X Games to the decks of a passenger liner with hidden challenges and secret areas. With ESPN X Games Skateboarding, it's the details that count.

ESPN
the games



Mild Lyrics,
Mild Violence



X Games
skateboarding

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Burger Express

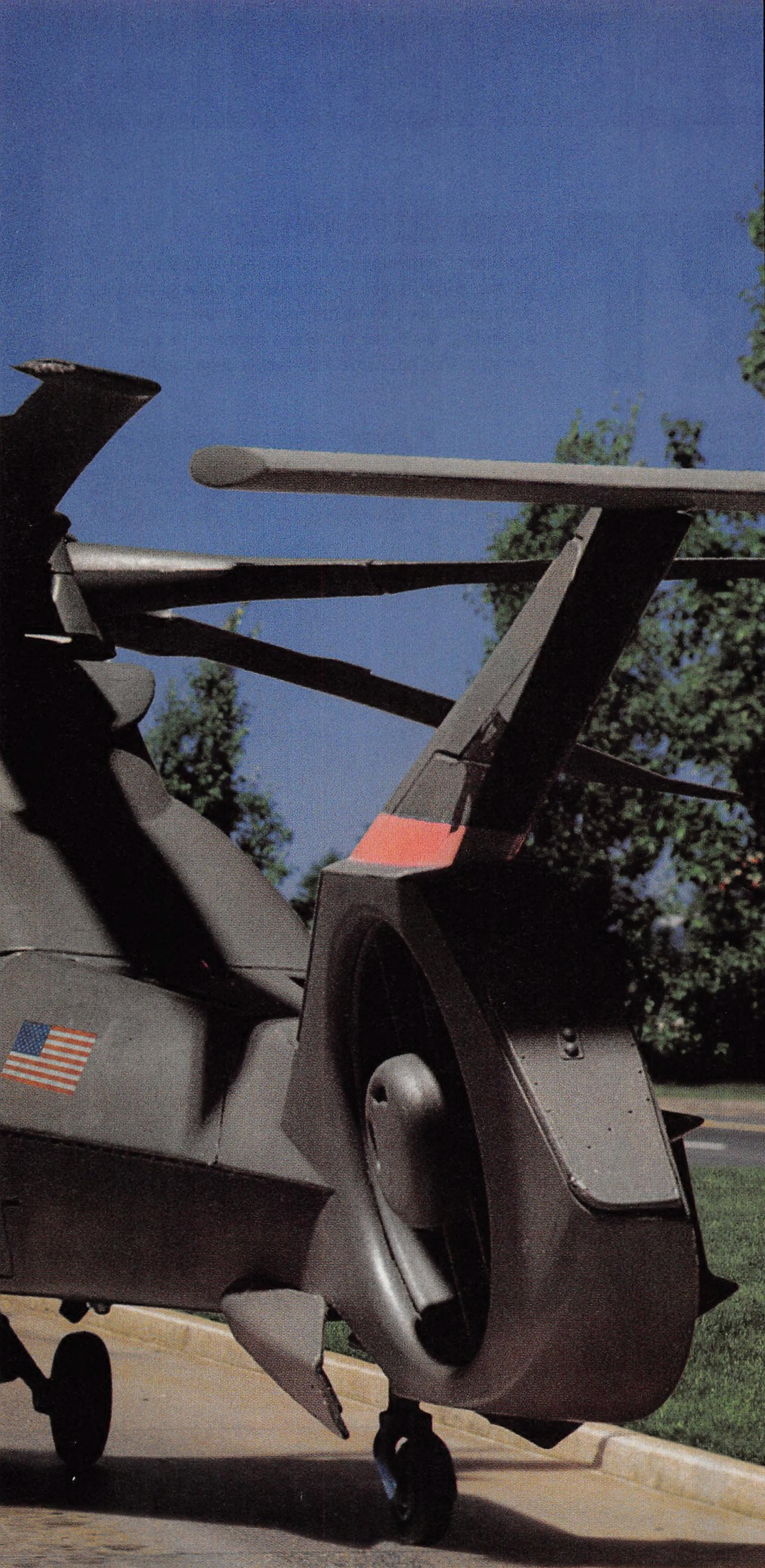
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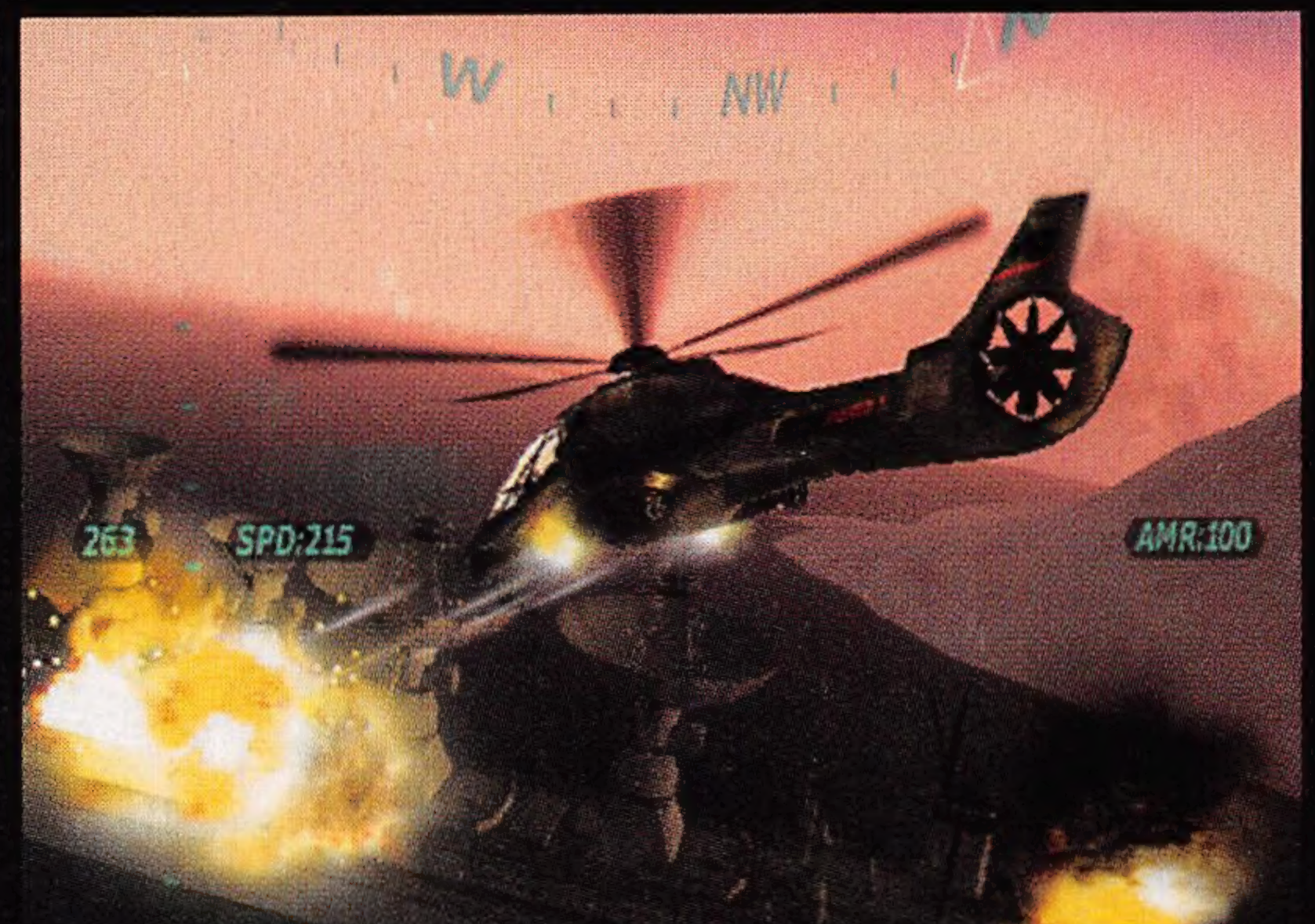
PlayStation®2



*Piloting the most advanced gunship ever created,
you are the only chance the Free World has for peace.*



*With an arsenal of lethal weaponry, crush hostile air
and ground forces in terrorist hotspots throughout the world.*



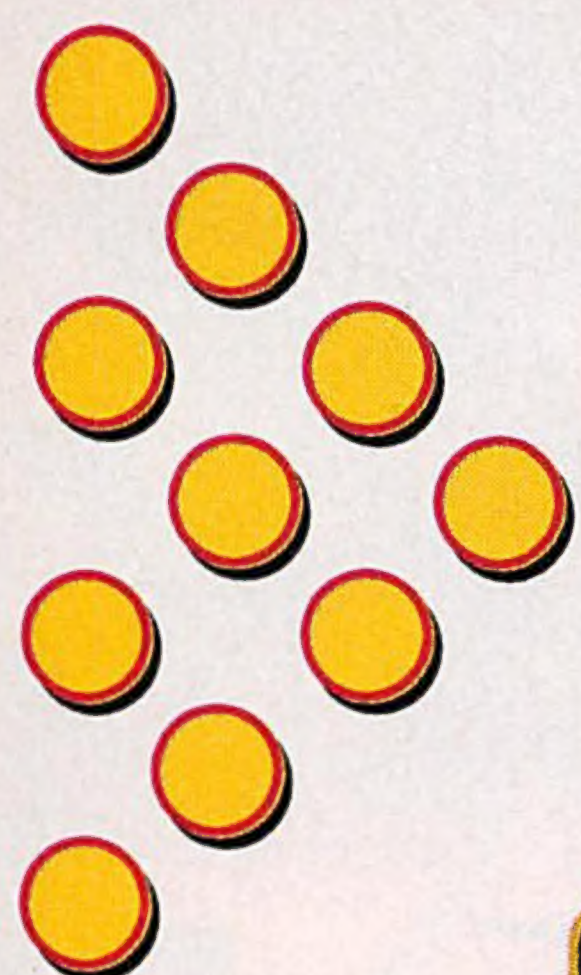
*Customize your chopper with Sniper Scopes, Hell-Fire Missiles,
Shockwave Bombs, Chain Guns, and other weapons of destruction.*

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IT'S OUR 50th ISSUE!



START

YOU GUYS ROCK!

Because of your support, we've made it all the way to our 50th issue — and we're only getting stronger! As we race at full speed into the next era of gaming, we'd like to take a moment to thank everyone that has made PSM such a huge success.

I don't know what's more satisfying — working with these strange jabronis or consuming cratefuls of Diet Coke and Doritos to get me through each issue. Peace out, peeps!

A great team, great games, and fun times — what more could a guy hope for? Thanks for taking the ride with us; now get ready for another go 'round!

I'd like to thank my mom and all you readers out there. It's been a blast to have worked on PSM for so long and I hope that the magazine goes on for another 50,000 issues!

I'd like to thank my parents and the staff of PSM for giving me the chance to work here. And of course, I want to thank you loyal PSM readers for allowing us to make our 50th. Now let's do 100!

Now I am thanking all of the gamers who also read the PSM magazine, even though we are all knowing that Zoomo is to be totally responsible for our success. YAAH ZOOMO!

At first I resented being kidnapped, but around issue 40 or so, I grew to love my captors. Yay, PSM! Let's crunch out 50 more of these bad boys — this time, under my own free will!

Thanks to all you great readers out there for sticking with us for 50 issues! 50 issues of Chris saying "Pull my finger, Bill" or "Wash my car yet, Bill?" 50 issues... 50 *freakin'* issues... I GOT YER KNUCKLE SANDWICH RIGHT HERE, SLATE!!!

I'd like to thank the academy... Wait, nevermind. A big round of applause should go to game designers, without whom we'd be burger-flippin' wage slaves.

ON THE COVER

Every issue we work with today's hottest comic book artists to create the custom PSM cover. This month, **Adam Warren** brought his unique manga-influenced style to our mag, with colors by the fabulous Ryan Kinnaird. Adam is also a great writer — you can read his stories every month in *Gen 13*. And his *Dirty Pair* trade paperbacks rock!



▲ We're huge fans of Adam's style, and when we sat down to pick an artist to do our *SSX Tricky* cover, his name immediately came to mind. *SSX* isn't an anime-style game, but for some reason, it seems like a perfect fit.



▲ Adam drew loads of sketches for us to choose from, and picking from them wasn't easy. They all looked super cool, so we tried to focus on the ones that we felt would fit into our cover format the best.

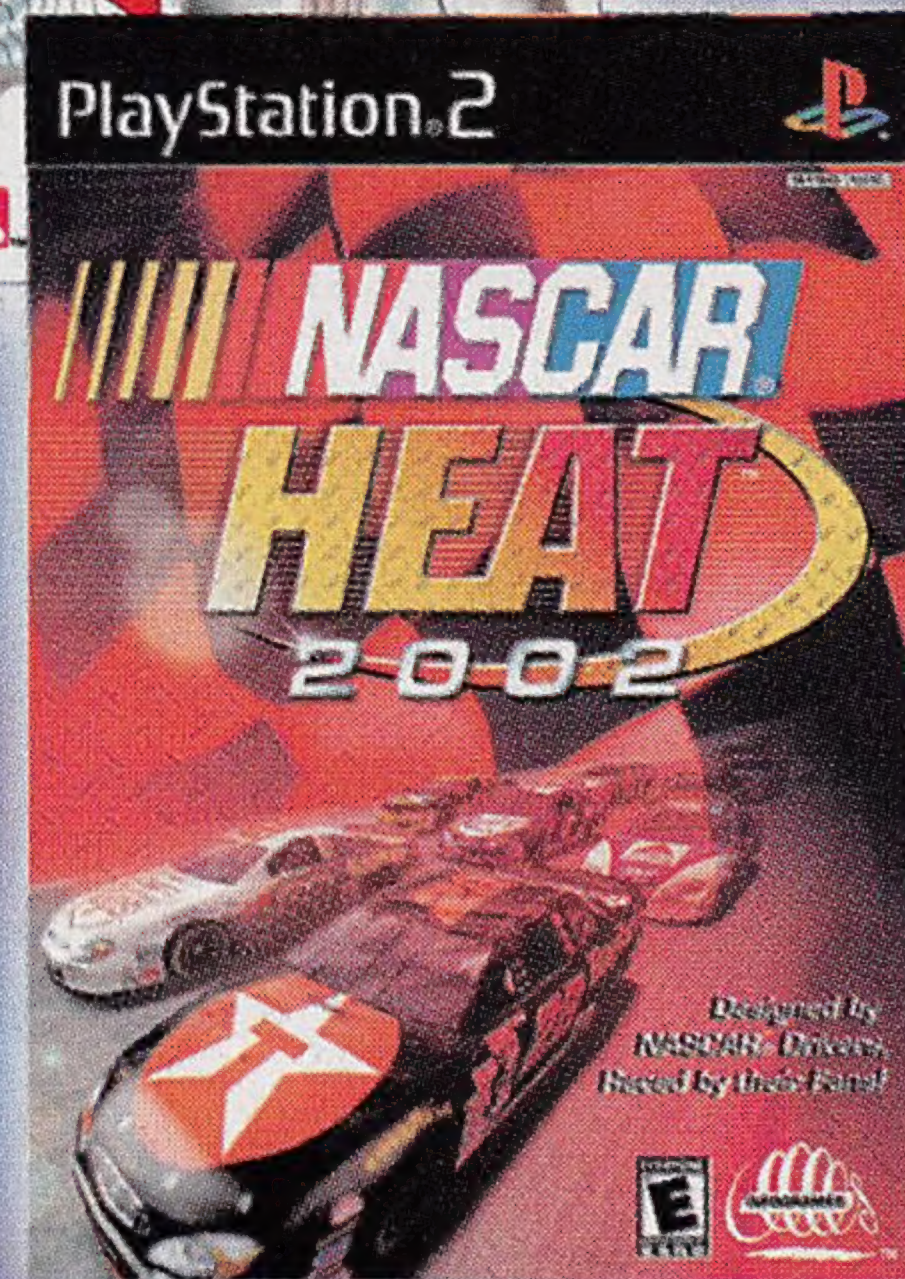
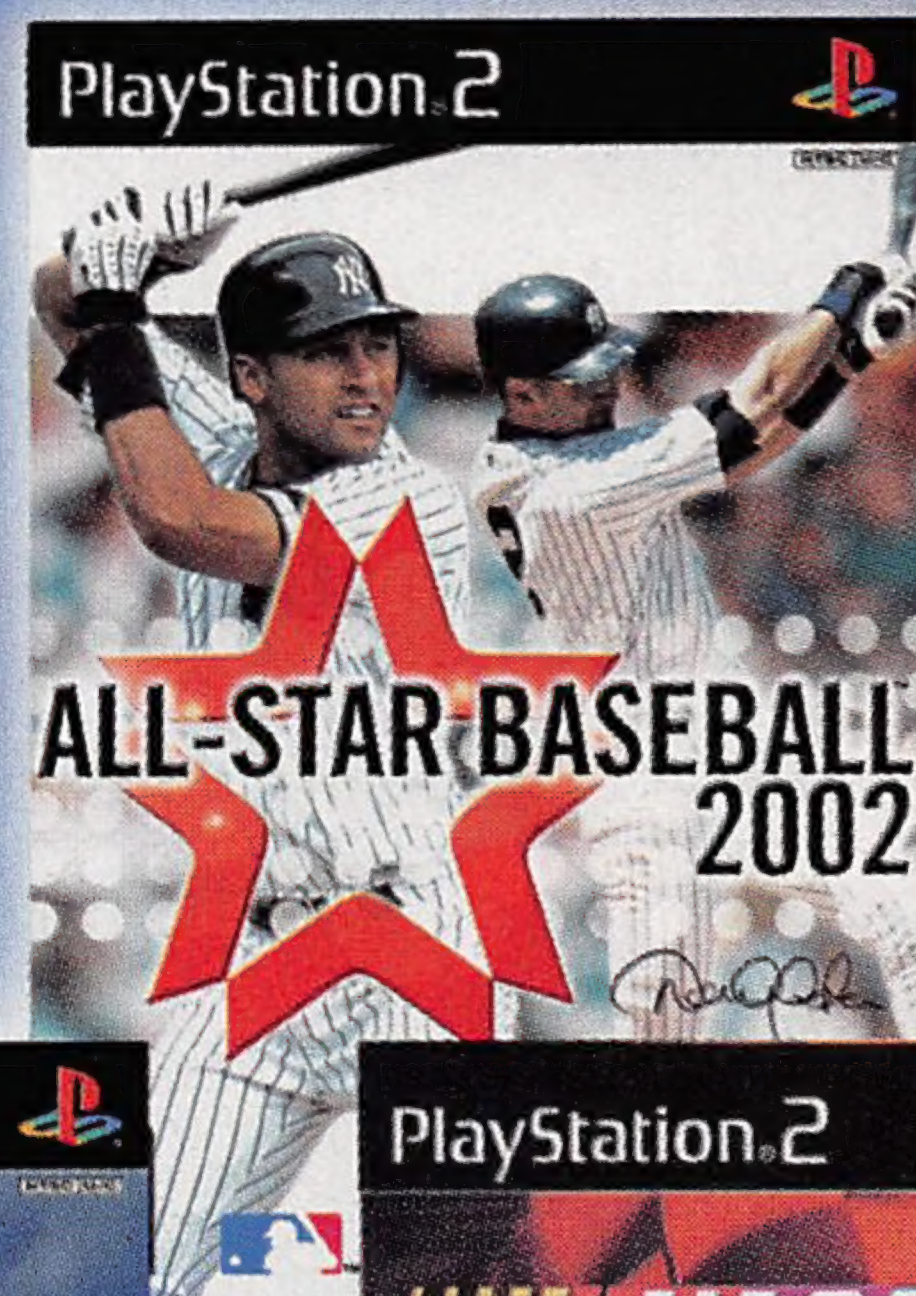


▲ This sketch was a front-runner, but although it was really dynamic, it didn't leave much room for cover text in the lower left side. Still, like so many of the others, we would've loved to have seen this in color!



▲ We decided on something simple, so we could fit everything in nicely. This image is still very strong, and Elise pops off the cover nicely. Big thanks to Adam Warren, and also Ryan Kinnaird — colorist extraordinaire!

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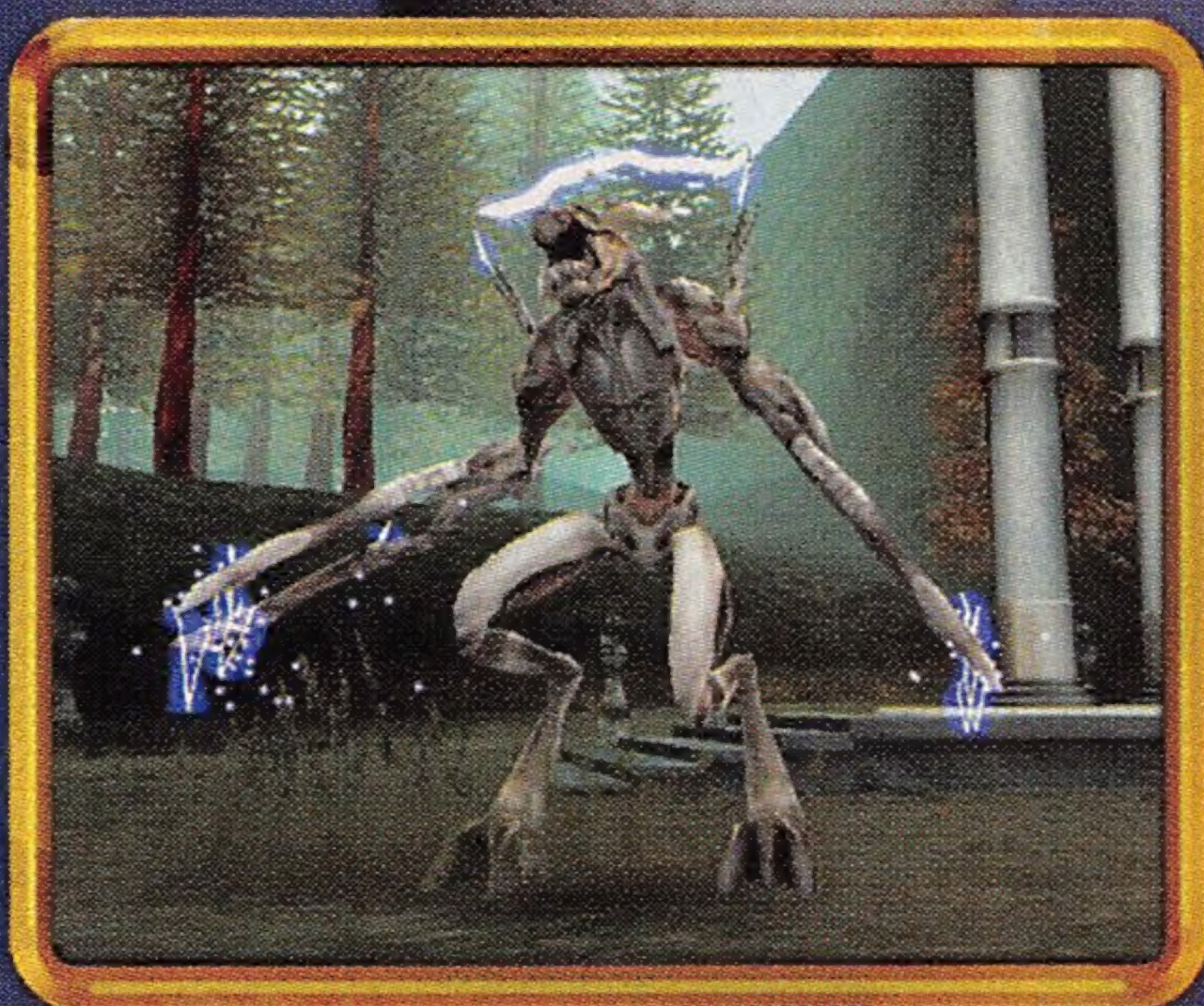
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IN THE PRESENT

WHEN DESTINY LIES
IN THE PAST.



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MAIN MENU

100% INDEPENDENT PS2 & PLAYSTATION MAGAZINE ▶ ISSUE 50! OCTOBER 2001 ▶ VOL. 5



84

▶ All-Time Top 50 PSone Games

In honor of our 50th issue, we proudly present our 50 best PlayStation games of all time. Turn to page 84 and let the controversy begin!



55

▶ Final Fantasy X SPECIAL REPORT

Okay, even for a *Final Fantasy* game, *FFX* is just too freakin' cool. The graphics are amazing, and the storyline may just be the best so far.



66

▶ Tony Hawk 3 on PS2 is INSANE

T. Hawk 3 is shaping up to be an incredible jump over the first two games. Wanna see Tony grind a fire truck? Kick-flip over to page 66 now!



71

▶ Devil May Cry Whoops Ass

This game has officially moved up from "Gotta have it" ranking to "Who do I need to kill to get it?" status. Check out our new preview to see why.

SECTIONS

MONITOR ▶ 18

18 ▶ TOP STORY

Gamers who love playing as women, and the women who love them... Nah, it's about the cool new PS2 Hard Drive!

26 ▶ CHECKPOINT

REVIEWS ▶ 31

32 ▶ GAME OF THE MONTH

Madden NFL 2002 — the best so far!



40 ▶ SCOREBOARD

PREVIEWS ▶ 65

Tony Hawk 3, *Jak & Daxter*, *Devil May Cry...*

STRATEGY ▶ 95

Time Crisis 2, *Extermination*, *Madden...*

104 ▶ CODES

LETTERS ▶ 106

You ask questions, and we, uh... answer.



106 ▶ LINK-UP

RESET ▶ 112

Find out what's gonna be hot next issue!

GAME INDEX

▶ Castlevania Chronicles	36	▶ Maximo: Ghosts To Glory	80
▶ Chrono Trigger	100	▶ MX 2002	105
▶ Dakkan II	78	▶ NASCAR Heat 2002	105
▶ Devil May Cry	71	▶ NFL GameDay 2002	34
▶ Extermination	36, 98	▶ Okage: Shadow King	68
▶ Fear Effect 2: Retro Helix	105	▶ One Piece Mansion	34
▶ Final Fantasy IV	100	▶ Red Faction	104
▶ Final Fantasy X	55	▶ Rune: Viking Warlord	36, 102
▶ Final Fantasy XI	60	▶ Scariest Police Chases	104
▶ Gran Turismo 3: A-Spec	105	▶ Silent Scope 2	34, 96
▶ Guilty Gear X	76	▶ SSX Tricky	45
▶ Incredible Crisis	104	▶ Tales Of Destiny 2	37
▶ Jak & Daxter	74	▶ Time Crisis 2	35, 96
▶ Kinetica	68	▶ TimeSplitters 2	72
▶ Le Mans 24 Hours	104	▶ Twisted Metal Black	104
▶ Madden 2002 (PS2)	32, 102	▶ Tony Hawk's Pro Skater 3	66
▶ Madden NFL 2002 (PS)	37	▶ WDL War Jetz	104

100% INDEPENDENT

PSM

PS2 & PLAYSTATION MAGAZINE

SSX Tricky Takes Off! 45

SSX came out of nowhere to rule the PS2 launch, and now the series is back with new levels and modes, extra characters and more! Don't miss the first full unveiling of *SSX Tricky*, playing now on page 45!

THE PSM MISSION STATEMENT

PSM is the magazine for the **gaming elite** — the hardcore gamers that support and drive this industry. This is **NOT** a “mass-market” magazine. We don't focus on “fun for the whole family,” or waste space interviewing movie stars that have **nothing** to do with games. That's just not what we're into.

PSM is also **proudly independent**. We have no official corporate sponsor, so you can trust that our reviews and opinions will always be **100% our own**. Our readers **always** come first, and we would never, **EVER** betray your trust. This is our promise to **you**, the hardcore PlayStation gamer, who deserves **nothing less**. Now let's get this issue going!



Illustration: Pencils/Inks, Adam Warren; Colors, Ryan Kinnaird



PlayStation 2

THREE SIGHTS NOT TO BE MISSED IN ROME. TURNS 2, 5 AND 7.



Mild Lyrics

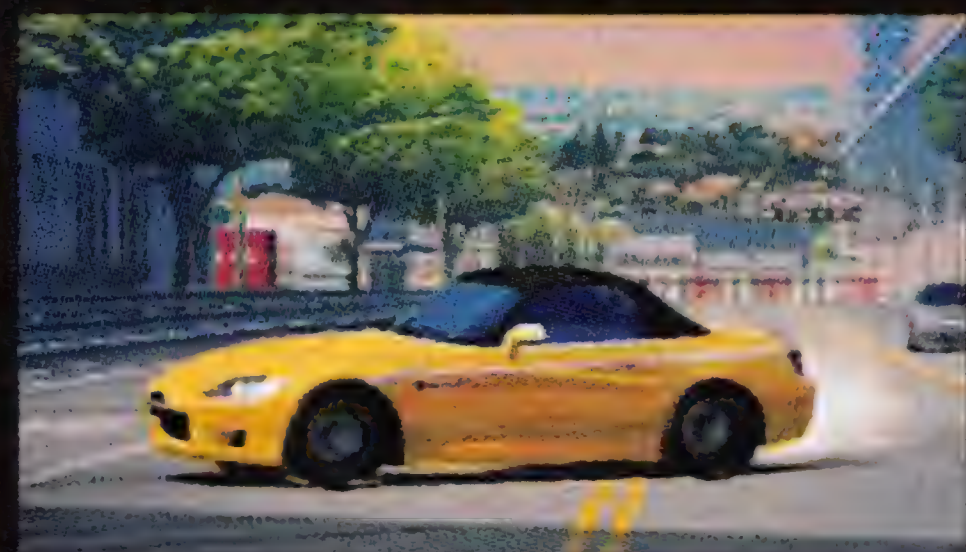


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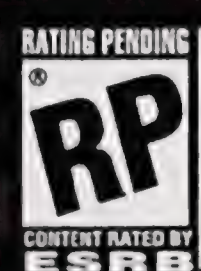
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It's difficult to appreciate some of the greatest tourist destinations in the world when you're racing through them at 225 mph. But with over 30 different racecourses and cars from the world's top manufacturers which are created according to the exact specifications of their real-life counterparts, you'll feel like you could. Besides, when the competition starts battling with you for every inch of space on the track, you won't have time to see the sights. However, you can test your skills in the intense arcade mode or the simulation mode, where true car fanatics can supe-up their cars to no end. So don't worry about packing all your things, because if you're good, it'll be a short trip.



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DUE TO SEVERE OVERPOPULATION, THE EARTH'S DIAMETER IS INCREASING WITH THE GROWTH OF TOWERING MEGA-CITIES. AS CIVILIZATION CLIMBS HIGH INTO THE SKY, IT BURIES BELOW ITS REFUSE; CRIMINALS, THE WRETCHED AND THE DERANGED. NOW, AMIDST REPORTS OF VIOLENCE AND ATROCITY IN LOWER LEVELS, A SERVICE CREW HAS DISAPPEARED WITHOUT A TRACE.



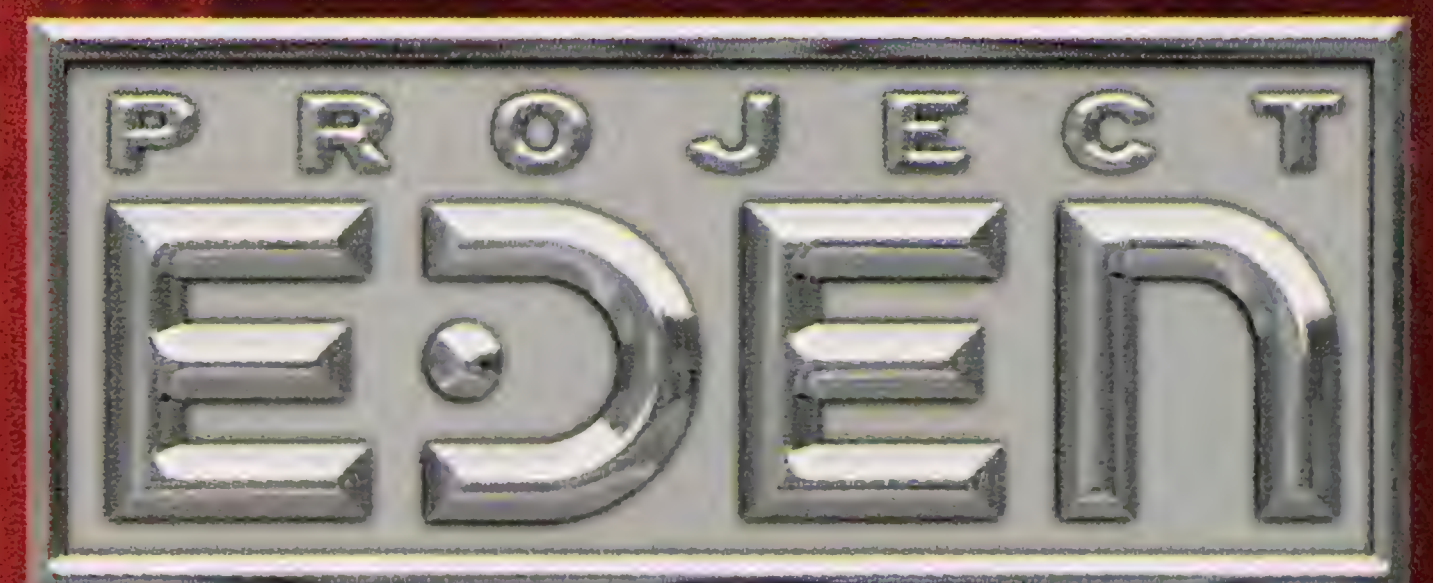
LEAD A TEAM OF SPECIALISTS INTO AN ABYSS OF VAST CAVERNS, SNAKE-LIKE PASSAGEWAYS AND LURING DEAD-ENDS.



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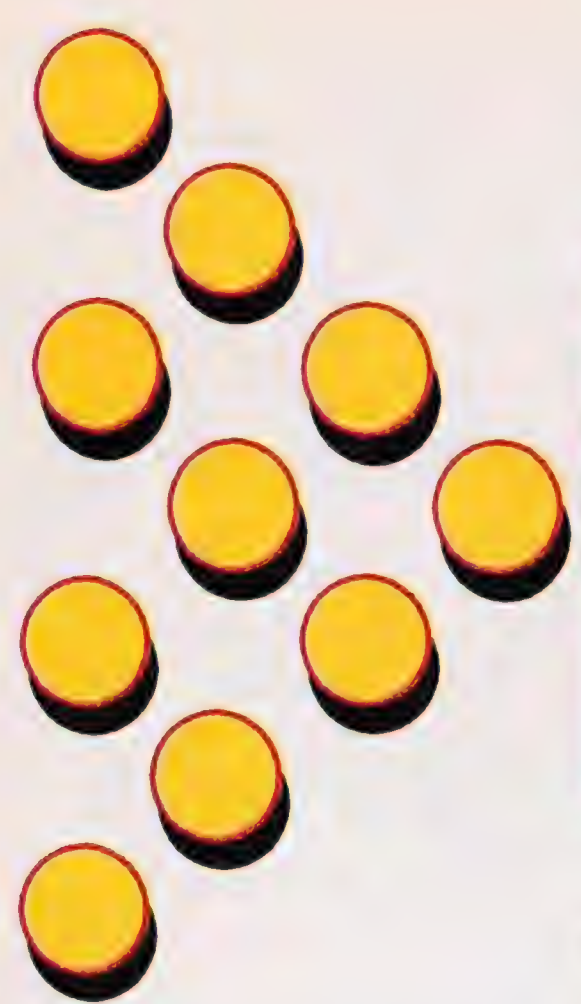


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PlayStation 2



MONITOR

Your inside look at this month's hot topics, gear, and games

Hard Sell?

PS2's Hard Disk Drive promises a lot, but faces an uphill battle

Sega CD and 32X. N64's Expansion Pak and 64DD. ROB and the Power Glove for the NES. Throughout videogame history, one rule has held true: big console peripherals always bomb, and bomb *hard*. So the question is, does Sony's new PlayStation 2 Hard Drive and Ethernet Adapter have a snowball's chance at turning this disastrous trend around?

The 40 gigabyte Hard Disk Drive (HDD) and Ethernet Adapter (for taking PS2 online) recently shipped in Japan in two different versions: a \$150 external model (for the original Japanese PS2s) and a \$145 internal version (for the redesigned PS2s, including all of the units sold here in America). The good news is that, so far, the units are selling like crazy over there. While the details of the November U.S. launch of the hardware will be a little different (for instance, the \$40 Ethernet Adapter and the HDD (price unannounced) will be sold separately here), the functionality and should be very much the same. ►



HARD FACTS: What the HDD will do for you

P S2s equipped with an HDD and an Ethernet Adapter will emulate many of the useful functions of PCs. Beyond data caching and replacing your PS2 Memory Card, the hardware add-ons make many more functions possible.

Downloadable Games With the HDD and Ethernet Adapter in place, publishers will be able to let you download game demos or even full versions, as well as view trailers. We'll probably see additional levels and even PC-style expansion packs distributed this way. Plus, episodic games will be possible: developers can send you games piece-by-piece when segments are finished, so you won't have to wait two years to play them. Also, the PS2 will support secure payments online.

User-Created Content This is one of the most exciting things about the HDD. With level editors and character creation systems provided in some games, you'll be able to send your own maps, levels, or skins, as well as receive others' creations.

Game Saves and Strategy Guides If you get stuck somewhere in a game — and can't find the answer by e-mailing your friends or looking it up online with your PS2(!) — you may be able to download strategies or game save files.

Screenshots

A picture says a thousand words. As

in *A-Train 2001: Train Kit*, you will be able to take screenshots with various games, send and receive them, and then let *them* do the talking for you.

Updated Drivers You'll be able to acquire or update different types of drivers for your internal PS2 or USB-compatible peripherals and accessories.

MPEGs and MP3s

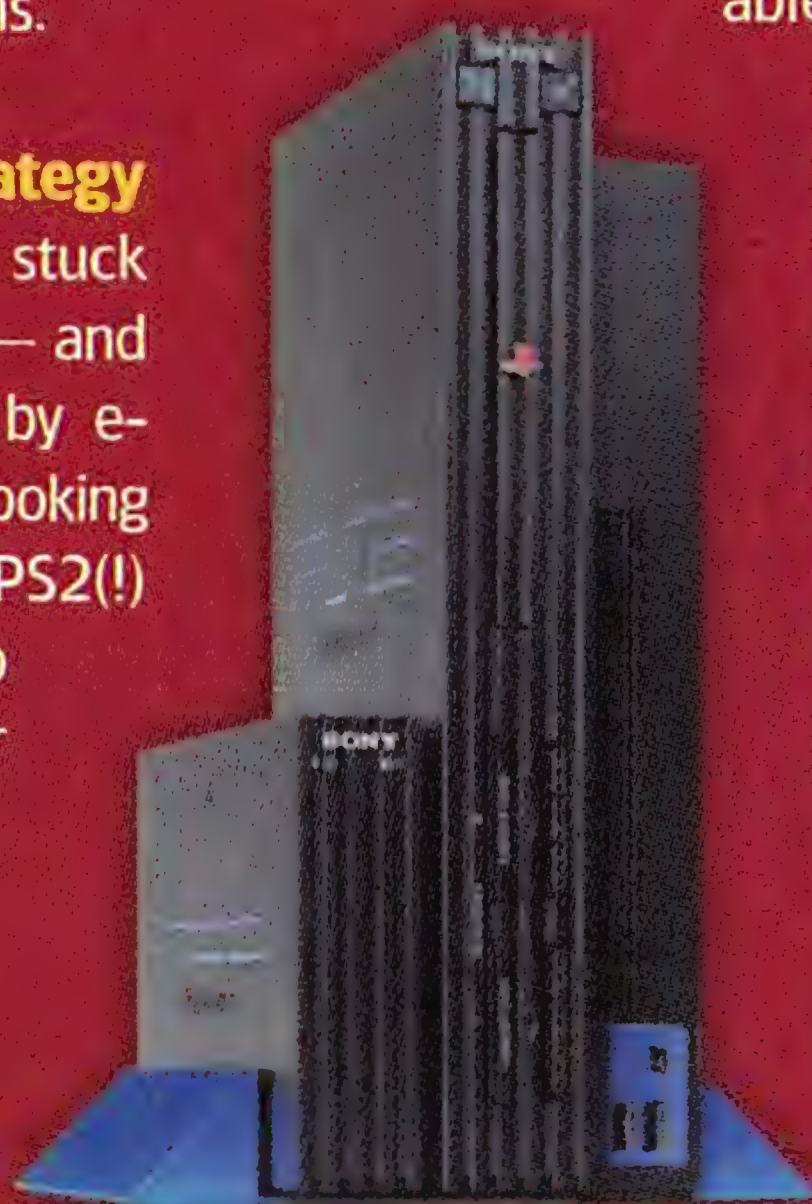
PS2's version of Real-Player 8 will allow you to play MP3s and movies, plus several other types of audio and video files.

◀ The external HDD unit is only meant for the original Japanese PS2s — we get the cool internal one.

In fact, Sony Music and Vivendi Universal have their own joint subscription-based MP3 service titled "Pressplay" that will eventually carry files from artists of all the major record labels. Sony Pictures has even developed an entertainment portal called "Screenblast" which offers video and music clips, editing tools, and interactive tutorials. Both will be eyeing PS2 as a delivery platform.

Digital Photos and Movies You'll be able to store and edit digital photos and movies from USB-compatible cameras and camcorders.

E-mail Attachments Don't have enough space in your e-mail inbox? Simply move large attachments on over to your PlayStation 2 hard drive.

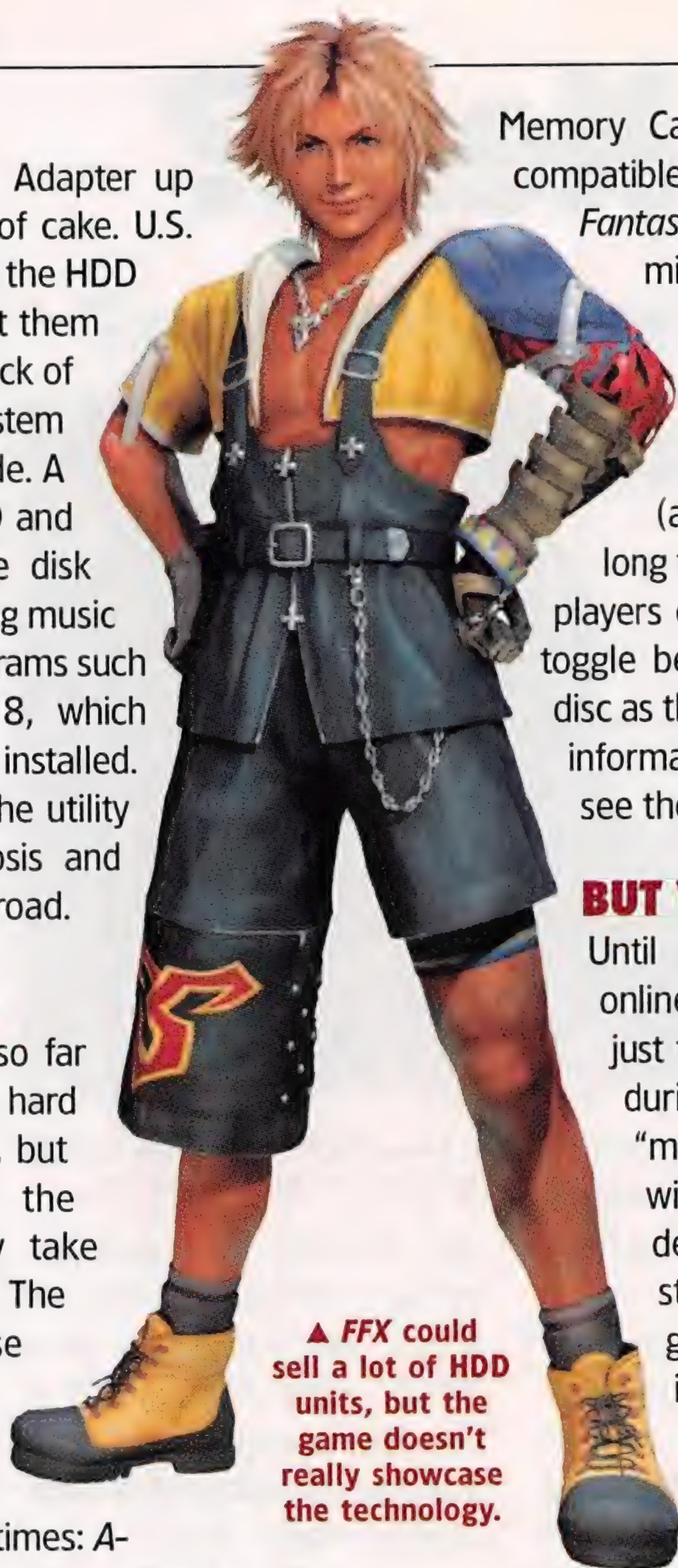


GETTING STARTED

Getting the HDD and Ethernet Adapter up and running should be a piece of cake. U.S. PS2 gamers just have to connect the HDD and adapter to each other, insert them into the expansion bay on the back of the PS2, and boot up the system with the included utility disc inside. A minute and a half later the HDD and adapter are initialized, and the disk loads upgraded drivers for playing music CDs and DVD movies. Also, programs such as Real-Network's RealPlayer 8, which plays MP3s and videos, will be installed. After that, you'll want to keep the utility disc around for system diagnosis and disk defragmentation down the road.

ENHANCING THE GAMES

Many of the games that have so far been announced to support the hard drive aren't headed to the U.S., but it's still interesting to note the different ways in which they take advantage of the new device. The following is a list of Japanese games that are confirmed to work with the HDD, most of which simply use the extra storage space to speed up load times: *A-Train 2001: Train Kit* expansion, *Ace Combat 4: Shattered Skies*, *Atelier Lilly*, *Beatmania II DX 5th Style*, *Capcom vs SNK 2 Millionaire Fighting 2001*, *Drum Mania 3rd Mix*, *Final Fantasy X*, *Guitar Freaks 4th Mix*, and *Jade Cocoon 2*. *A-Train 2001: Train Kit* is an add-on disc to the stand-alone game that released there this past March. It saves dozens of new vehicles to the HDD, and it offers the ability to take snapshots which can be saved to the HDD and sent to a PC or other PS2s via the Ethernet Adapter. Reportedly, *Ace Combat 4* will let you save your game straight to the HDD, so you won't need a



▲ FFX could sell a lot of HDD units, but the game doesn't really showcase the technology.

Memory Card. The highest-profile HDD-compatible title so far is definitely *Final Fantasy X*. It takes a little less than 12 minutes to install nearly 1.8 GB of data from the game to the drive, which slightly speeds up the load times for transitions to battles and cut-scenes (although they aren't especially long to begin with). During the game, players can access the menu screen to toggle between the HDD or the game disc as the data cache source. (For more information on what the HDD can do, see the section to the lower left.)

BUT WILL THIS THING FLY?

Until gamers use their PS2s to go online, the role of the HDD is really just to cut down on long load times during gameplay — not exactly a “must have” feature. Developers will surely make more out of the device as time goes on, but Sony still faces a serious problem: game makers can't afford to invest lots of time and money into making great HDD games until a large number of players support the peripheral, and most gamers won't buy the device until a large number of titles come along that really make it worth getting. It's this “chicken-or-the-egg” situation that has doomed nearly every major console peripheral ever attempted, and if Sony wants to beat the odds, it will take a lot of marketing muscle and more than a little patience.

With the HDD and Ethernet Adapter, Sony is promising a brave new world of gaming opportunities. While it's way too soon to tell if they can pull it off, you've got to admire the company's track record for the past few years. If anybody can do it, they can.

GUEST COLUMN
JASON RUBIN, NAUGHTY DOG

Welcome to our brand-spankin' new Guest Column, where we invite the world's top game creators to talk about... well, whatever! For our first column we tapped Naughty Dog's jazzy Jason Rubin, and here's what he had to say...

Cool. I get to pretend to be a journalist for a day and write a meandering brain-spew for the guys at PSM. Sure beats bug testing! “What's on your mind?” they asked. What's on my mind? The future looks bright for PlayStation2, that's what!

The games look awesome. I can't remember a time when so many good titles had just been released (*Twisted Metal: Black*, *GT3*, etc.), and when so much good stuff was on the way (*Devil May Cry*, *Metal Gear Solid 2*, *Madden 2002*, *Final Fantasy X*, *Ico*, *Maximo*, *State of Emergency*, etc.). I know that most of you don't get a chance to play these games early, but I've played early code of every one I've mentioned, and believe me, so far, it looks like they are going to deliver!

Right now, the 35 Naughty Dogs are working hard (very hard!), on *Jak and Daxter: The Precursor Legacy*. There's so much good stuff coming your way from other developers and publishers, that frankly, we know the game can't just be good, it has to be great. That's the state of the PlayStation2 right now — there's so much good stuff that you've really got to shine and stand out to survive.

That's the kind of market that gamers love, and frankly, I wouldn't wish it any other way. Hm... I seem to remember the same situation when *Crash 2* came out, and things just kept getting better and better for the PSone. “History has a way of repeating itself”, they say.

What else is on my mind? What happened to all that talk about how “hard” the PlayStation2 was to develop for, and how a certain hardware's first generation software was going to be better than second generation PlayStation2 software? We haven't heard much of that line lately. I wonder why?

Oh, and one more thing: It was incredible seeing *Jak & Daxter* on the August PSM cover along with *Solid Snake*, *Maximo*, *Tidus*, and *Dante*. That's quite a crowd to be holding court with. We'll try to live up to the honor!

Back to bug testing.

Visit the NEW PSM Online!

Our site has been in limbo since Daily Radar (our previous host) shut down. But psmonline.com is finally back, and it's better than ever!

Now, there are already plenty of great places online to get daily game news, but PSM Online is different. Our site is a place where PSM readers can come together to see what's going on behind the scenes here at the mag, and check out exclusive online columns, art downloads, review archives and a lot of wacky fun stuff that you can't get anywhere else.

For instance, you can download your favorite hi-res cover illustrations, check out Randy's weekly Tip of the Month, play our funky Flash Quiz and then hop over to the forums to talk PS2 with other spiffy PSM readers. Tell ya what, us PSM staffers will even drop in now and again to see what you knuckleheads are saying! Whether we're

analyzing the current state of gaming or just whacking Randy with a tin, there's plenty of stuff to see.



▲ PSM Online is back in business! Ask Steve your PS2 questions, download cool art or listen to Bill ramble on.

WHAT YOU SHOULD BE PLAYING

1. Madden NFL 2002

It's only the third PS2 game ever to get a 10/10 from PSM. Even gamers who only like football a little should get this title.

2. Silent Hill 2

Konami's downright spooky game has tons of freaky ambience and a gritty atmosphere.

3. Time Crisis 2

Packed with mini-games and a great two-player mode, this lightgun shooter goes way beyond the arcade version.

4. Extermination

Treading the lines of the survival-horror genre, this stellar action game is highlighted by excellent control and solid level design.

5. Tales of Destiny 2

This one sports a cool 2D look, an innovative battle system, and a great cast of characters.

Square: What's Next?

After FFX and their first film, where do they go from here?

Even a giant like Square isn't impervious to the videogame industry's rocky times. The company recently posted its first financial loss in years (close to \$19 million) and *Final Fantasy: The Spirits Within* was a huge box office disappointment in the

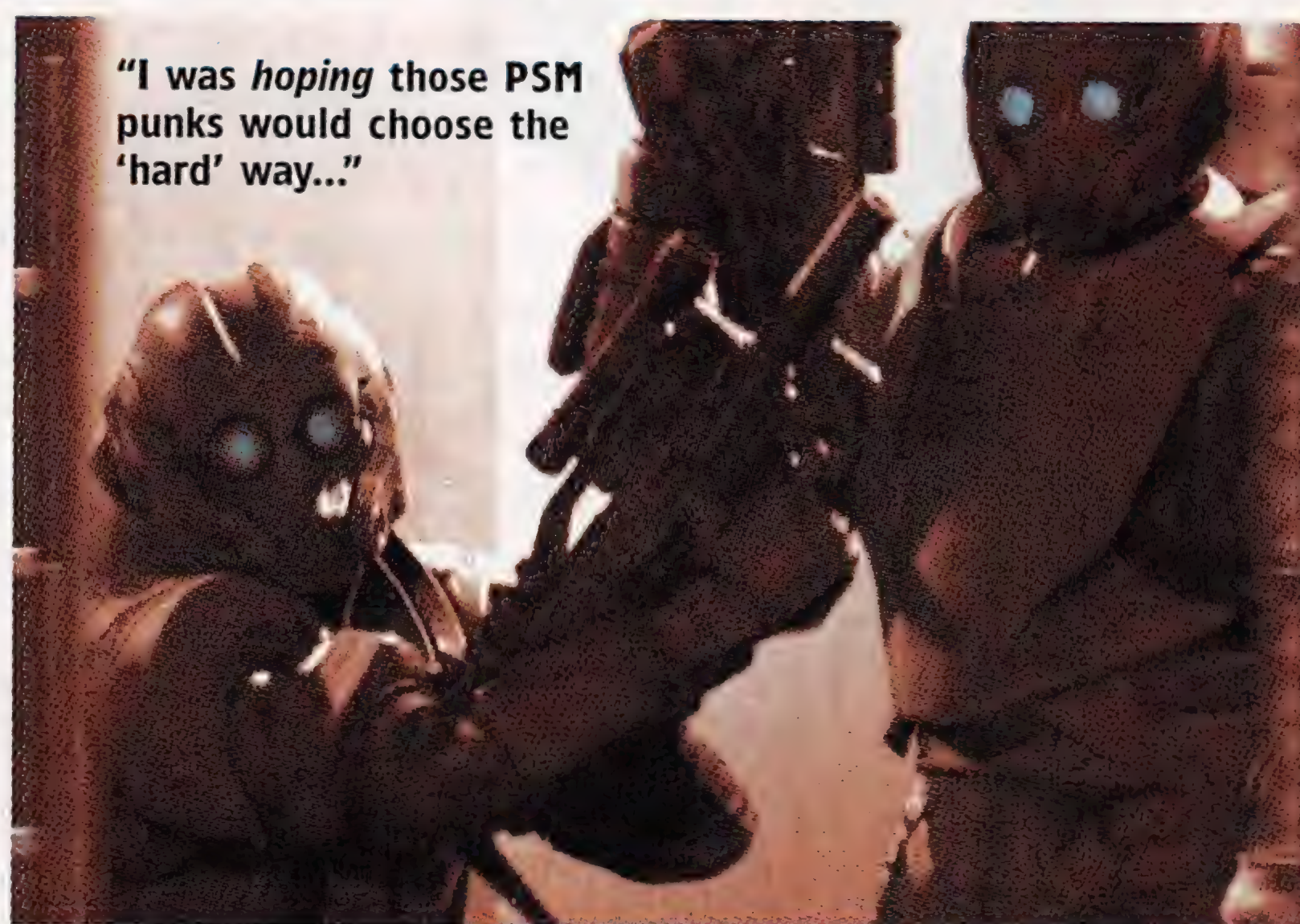
"Upcoming games include FFXI, Kingdom Hearts, and remakes of FF VII, VIII and IX"

U.S. But Square, ambitious as ever, is preparing some of the biggest, and possibly most lucrative, projects ever undertaken by a game publisher.

Square Pictures stands to lose a big chunk of its more than \$140 million investment in the *Final Fantasy* film, but

at least some of those lemons can be made into lemonade. Out of that investment came a \$45 million-dollar studio in Honolulu, and proprietary computer technologies which will drive future game and movie visuals. Furthermore, the film's marketing blitz built on the worldwide recognition of the *Final Fantasy* brand, and Square gained attention for creating the first photo-realistic CG feature film. And future films should cost much less to produce since staff and equipment are now in place.

The really good news is that *Final Fantasy X* is selling insanely well in Japan. While the game cost \$35 million to develop, it sold around 2 million units in just its first four days, outpacing the launches of both *FFVIII* and *IX*. Square projects to eventually sell 10 million copies



of *FFX* worldwide, which would go a long way towards removing the nasty aftertaste of *The Spirits Within*.

Upcoming games include the online-based *Final Fantasy XI*, *Kingdom Hearts* (Square's Disney RPG), and PS2 remakes of *Final Fantasy VII*, *VIII* and *IX*. Beyond that, Square is working on joint projects with Namco

▲ Square's first film has opened the door for future projects.

and Enix for its PlayOnline service, the first of which we should see early next year. Finally, *Final Fantasy XII* is already in development, with a projected Japanese release date of March 2003.

Hopefully, next year will see Square get back on track as its new projects heat up.

NIHON GAME OTAKU

by MAX EVERINGHAM

It's getting weirder and weirder to live here in Japan. It used to be that the weirdest games came out mostly on Dreamcast, but lately the PS2 seems to be taking up the mantle. Japan's always liked its games a bit strange, but until recently, many of its oddest titles never made it out of the country. With certain recent titles, however, it looks like the trend's gone mainstream.

Right now it's blazing hot in Japan, with temperatures rarely dipping below 90 degrees. But if we open the doors and windows, hordes of mosquitoes swarm in to feast on our sweaty flesh. Sony, of all companies, has seen fit to capitalize on this with *Ka*, a game where the player controls a mosquito and flies around a house, basically terrorizing its occupants. Pretty wacky...

Even *Saru Getchu* (*Ape Escape* in the U.S.) has taken a bizarre turn. Now you don't catch the monkeys, but you steal their pants, instead. This is oddly funny, but I'm not a big fan of how you trail the pants around behind you — it leaves you with a sense of vulnerability and spoils the fun. Ah well, onto the retail report...

RETAIL REPORT & CHART

The big news this month is, of course, the release of *Final Fantasy X*. Hyped endlessly on TV and in the newspapers, as well as in gaming mags, Square's marketing folk have obviously been pushing all the right corporate buttons to give their game a boost. Compatible with the PS2 hard disk drive (which is currently only available to buy online), *Final Fantasy X* is selling out everywhere. And happily, last month's drought seems to be over, with eight of the top 10 games in the chart being for PS2. The quirky *Ape Escape 2* and *Ka* are in second and third place respectively, with *GT3* heading the list. (Of course, the sales of *FFX* are too new to be included below.) Let the good times roll!

1. Gran Turismo 3 (Sony CEI)
2. Piposaru 2001 (*Ape Escape 2*) (Sony CEI) PS2
3. Ka (Sony CEI) PS2
4. Shadow Hearts (Aruze) PS2
5. Harvest Moon 3 (VIS) PS2
6. Jikkyou Powerful Pro Baseball 2001 (Konami) PS
7. One Piece (Bandai) PS
8. Legend Of The Gambler Testuya (Athena) PS2
9. World Soccer Winning Eleven 5 (Konami) PS2
10. Lily's Atelier (Gasto) PS2

Source: The PlayStation, August

PS2 Halloween Horror

New gore games galore

It is the season to scare the pants off your fellow man, and game makers are more caught up in the spirit than anyone. It dawned on us that PS2's game lineup this fall is quite possibly the scariest ever for any console, with the rising popularity of horror-themed games inspiring titles in several different sub-genres. Following in the bloody footsteps of the recently released *Resident Evil Code: Veronica X* and *Extermination*, this season's grisly games include traditional survival-horror titles like *Silent Hill 2* and *Alone in the Dark IV: The New Nightmare*. The "action-horror" subset includes titles like *Devil May Cry*, *Run Like Hell*, and *Jurassic Park:*



Survival. There are also ghastly new adventure titles such as *The Lost*, *Project Eden*, and *Evil Twin: Cyprien's Chronicles*, with games like *Blood Omen II*, *Soul Reaver II* and *Shadow Man: Second Coming* getting ready to pounce. If nightmarish shooters are more your thing, then get ready for *Half-Life*, *Aliens: Colonial Marines*, and the light-gun shooter *Vampire Night*.

◀ With big-time shockers like Konami's *Silent Hill 2* on their way to PS2, how will we get any sleep?

These games roll out the red carpet for headliners like next year's *Onimusha II*, a new *Area 51* shooter from Midway, and a curious horror tale called *1906: An Antarctic Adventure* by Darkworks, makers of *Alone in the Dark*. You'd better leave the light on!

SAY WHAT?

Videogame characters say the darndest things. Here are a few quotes that caught our attention:

"Now let's play Metal Gear for real."

—Snipers talking amongst themselves in Konami's *Silent Scope 2*.

"You have killed many of our brethren, but alas... Your journey through Nivadellir ends here, you filthy hairless ape!"

—The leader of a group of dwarves to Ragnar in Rockstar's *Rune: Viking Warlord*.

"You're like cockroaches! I underestimated your patience."

—Diaz, a boss character from Namco's *Time Crisis 2*.

Tales of Destiny II



EXPLORE VAST WORLDS IN SEARCH OF
POWERFUL POTIONS, WEAPONS AND CLUES.



USE SPELLS OR STEEL TO BATTLE
TO THE DEATH WITH EVIL BENCHMEN.



PLAY MINI-GAMES AND UNCOVER
INCREDIBLE SUB-WORLDS.

fate made them FRIENDS
destiny will make them LEGENDS.

A mysterious girl arrives from the heavens with a message of impending doom.

And so begins the adventure for friends Reid and Farah. But it will not be easy.

*The heroes must battle not only the challenges of an unknown force,
but also the demons that exist within themselves.*



Mild Animated Violence
Use of Tobacco
and Alcohol



namco

WWW.NAMCO.COM

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Cross-Platform Gaming

Can PS2, Gamecube and Xbox play together nicely?

Most people agree that online gaming is set to become a major selling point for next-generation consoles in the near future. But will any system have an advantage over the other? The online playing field seems to have

Square's Hironobu Sakaguchi offers a good example of this recent trend, saying "In order to gain as broad an audience as possible, we will release *Final Fantasy XI* across other consoles in the future [after PS2 and PC]. If we want to do

online play is *Phantasy Star Online*, and currently in Japan, *Capcom Vs. SNK II* is pitting arcade players against PS2 and Dreamcast owners.

Sega has been a driving force in online gaming, first through the Dreamcast and

wouldn't confirm online play for this year's versions, Greg Thomas, President of Visual Concepts, told PSM, "We believe that the future of sports games is online and we plan to be the first ones to take our consumers there."

► In the future, it may not matter which system sits in your room as games will play across them all.



been leveled as more and more publishers announce plans to develop their titles across multiple platforms, to sell to as many players as possible. In that case, a big part of the online gaming battle will be which console can get the hottest new online titles up and running first.

financially well online, we need to exist across all consoles." Sega echoes this view in its "platform-agnostic" strategy, having already implemented online play in Japan for card and parlor games across Dreamcast, PS2 and PCs. Another Dreamcast title poised for multi-platform

now as a kind of "online evangelist", preaching the values of the internet to Sony, Nintendo and Microsoft. The company will continue to be a big player thanks to its highly respected NFL and NBA franchises (from developer Visual Concepts), which should make big waves when they go online. While he

Although we still await confirmation of U.S. online support for these and other multi-platform online games, PS2, with its large installed base and networking coming this fall, is the lead candidate to get many of these games first. We'll be updating this situation regularly as things develop.

HITS & MISSES

What's hot and what's not in the gaming world



TOMB RIDER: THE RIDE

It looks like reader Sam Shultz was on to something when he suggested a videogame theme park in our August Letters section (#48). Paramount's Kings Island theme park in Ohio has announced that *Tomb Raider: The Ride*, based on this year's blockbuster film, will be completed in 2002.

PS2 TERMINATOR

Infogrames recently acquired the gaming rights to the *Terminator* franchise. Based on *The Terminator* and *T2: Judgment Day*, the games will include characters and events from the films, plus some that continue the saga, which is set both in the past and the post-apocalyptic future. Picture it: Skynet, time-travel, cyborg bounty hunters, automated death-machines, and rag-tag humans revolting. Yeah, we're drooling, too. However, you probably won't be able to hunt down John or Sarah Connor as the original T100 or T1000 Terminators. The first game (platform unspecified) is expected next spring.



PS2-POWERED MISSILES?

Pressure on Sony from the U.S. and Japanese governments has resulted in the stoppage of PS2 manufacturing in China by Taiwanese firms Acer and Asustek. Why? The governments are afraid that PS2 technology could be used to create missile guidance systems. Although this is highly dubious, similar reports from last December rumored that Saddam Hussein somehow landed 4,000 PS2s for similar purposes. Is there a real threat, or is this hype gone bad?

PS2 PRODUCTION SLOWED

In the midst of the global economic slowdown and a weaker Japanese Yen, Sony will no longer be able to outsource much of the manufacturing of PS2s outside Japan. As a result, Sony admitted that it will likely fall short of its very ambitious goal of shipping 20 million PS2s worldwide in this fiscal year. However, this tally isn't likely to slip too far, so hopefully we won't see a repeat of last year's PS2 frenzy this Holiday season.

VERSUS MODE

SWEET TOOTH VS KRUSTY THE KLOWN

ROUND ONE: History

ST: Deranged, maniacal serial killer with flaming head

KK: Illiterate chain-smoking tax cheat, goes on benders

Advantage: Sweet Tooth

ST: Became a killer after fruitless search for his father

KK: Disowned by father after not becoming a rabbi

Advantage: Draw

ROUND TWO: Enemies

ST: Preacher, other *Twisted Metal* combatants

KK: Gabbo, IRS, Sideshow Bob, Fat Tony, Luke Perry

Advantage: Krusty

ST: Longs to kill Preacher for cursing him

KK: Fakes his own death to evade IRS

Advantage: Krusty

ROUND THREE: Combat

ST: Ice Cream Truck launches missiles, other projectiles

KK: Attacks consist largely of seltzer water and pies

Advantage: Sweet Tooth

ST: Ice cream truck transforms to upright kill-bot

KK: 65 ton Canyonero is "12 yards long, 2 lanes wide"

Advantage: Draw

WINNER: DRAW

Which System is the Best?

Internet mudslinging heats up

Nintendo and Microsoft have yet to launch their opening salvo, but the next generation console war is already in full effect. Right now the front lines are on the internet, where fanboys battle on videogame message boards. Since this continues to be such

while very different, balance out fairly evenly overall.

What Xbox *doesn't* have is the games. PS2 has the most developer support by far, in terms of both quantity and quality. For the most part, the "A" teams are working on PS2 titles. Nintendo is Nintendo, and will no doubt create some truly great games over the next few years. However, Gamecube comes in last when it comes to third-party developer support. As with N64, it probably won't offer the best variety of titles. And don't underestimate public image. Sony and PlayStation are both seen as cool brands, while Nintendo is viewed as kiddie fare and Xbox is a complete unknown.

The bottom line is that people care about the *games*; hardware is just a means to an end. For the foreseeable future, PS2 will have the most, and best, titles of the bunch. It's gonna be a great fight, though!

"People care about GAMES — hardware is just a means to an end"

a hot topic, we here at PSM thought we should offer our take on how these systems stack up. We've spoken with numerous developers to get a true view of how the systems stack up to each other, and here's what we've discovered:

Each system has its own strengths, but most agree that Xbox wins out in terms of raw power. PS2 and Gamecube,

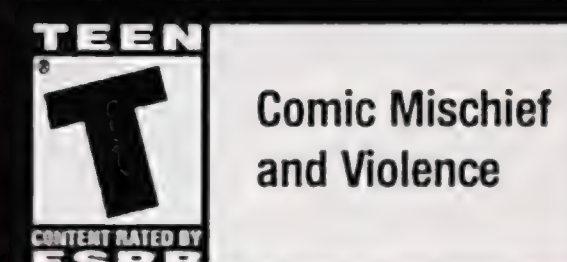
DARK CLOUD



PlayStation 2



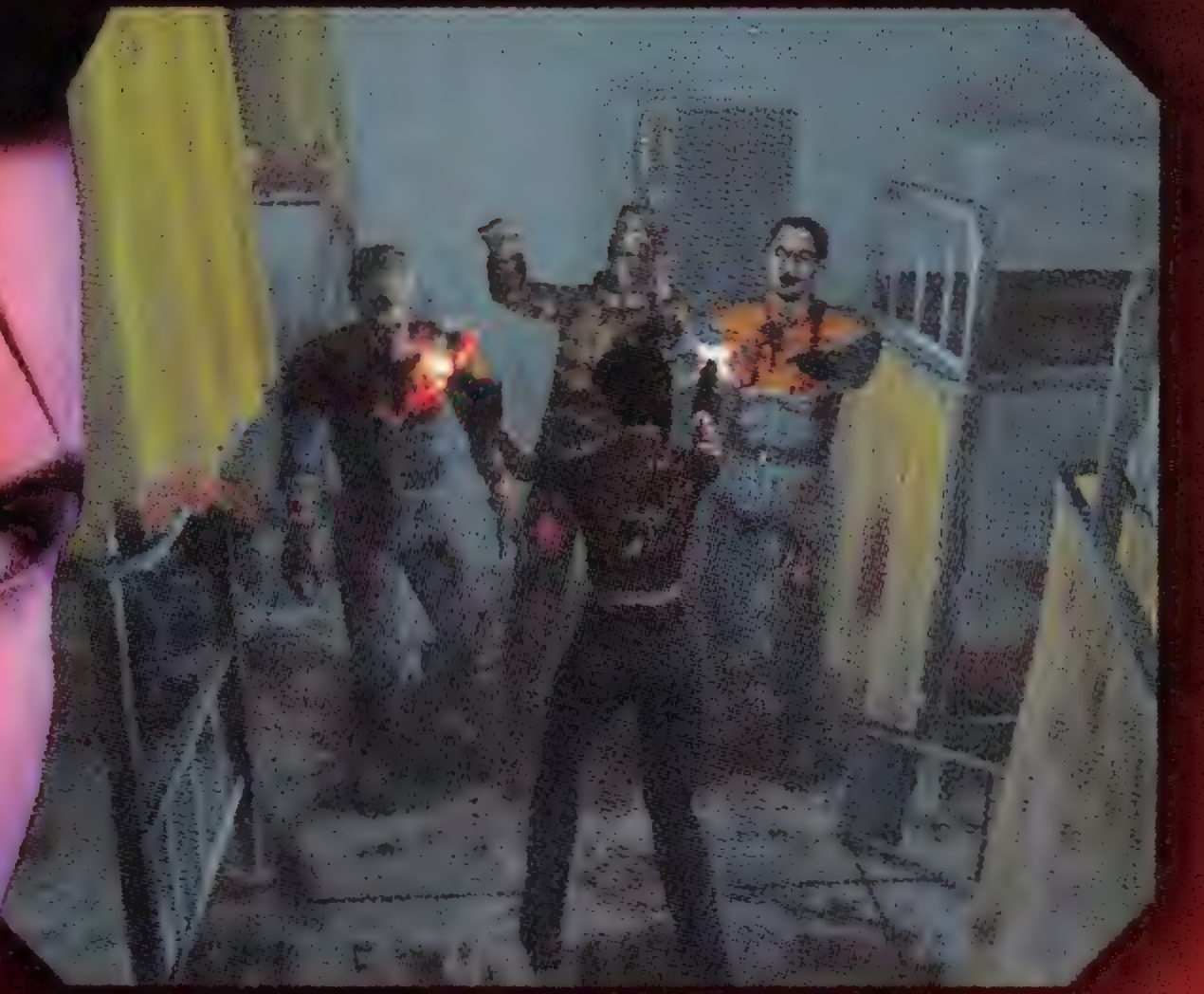
Without warning, it came down from the sky. A dark, mysterious force unleashed by an evil spirit. The tranquil village of Norune was no match for such immense power. In the blink of an eye, destruction was complete. But amid the ruin, there is hope. A brave young warrior, Toan, armed with only a magical gem, faces the ultimate task of rebuilding the world. Venture with him deep underground to discover clues and gather vital elements of life—trees, rivers, houses and more—that will help restore civilization. Epic battles, macabre demons and daring rescues lie before you. As does the fate of the world. Will rubble be eternal? Or will it flourish once again?



www.scea.com

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FULL-FRONT FEAR.



Blood and Gore
Violence



R.P.D.
S.T.A.R.S.

DISCOVER THE EVIL AT
RECVX.COM

T A L



Celebrate the 5th anniversary of the most terrifying game series ever as it mutates onto the PlayStation®2 computer entertainment system. Join Claire Redfield, as she searches for her missing brother, Chris, and dig deeper into the evil doings of Umbrella Corporation. Flesh eating zombies and bio-tech monstrosities haunt your every move. As an added bonus, this special edition includes never-before-seen cut scenes and an interactive demo of the highly anticipated, Devil May Cry.

RESIDENT EVIL CODE: Veronica

X

CAPCOM

PlayStation®2

Checkpoint

This is your one-stop spot to get a handle on the best stuff headed our way. Please keep in mind that release dates are always subject to change.

This Month's New Releases

PS2

TITLE	GENRE	PUBLISHER
18-Wheeler American Pro Trucker	Action	Acclaim
Capcom Vs. SNK 2	Fighting	Capcom
Casper Spirit Dimensions	Adventure	TDK Mediactive
Darkened Skye	Adventure	Simon & Schuster
Disney's Tarzan	Adventure	Ubi Soft
Dragon Wars of Might and Magic	Action	3DO
Driven	Racing	bam! Ent.
ESPN NFL Primetime	Sports	Konami
Forever Kingdom	RPG	Agetec
Grand Theft Auto III	Action	Rockstar Games
Half-Life	Action	Sierra
Harvest Moon: Save the Homeland	RPG	Natsume
Hidden Invasion	Action	Crave
Jonny Moseley Mad Trix	Sports	3DO
Legion: Legend of Excalibur	Adventure	Midway
Mini Golf Maniacs	Sports	Sierra
Mobile Suit Gundam: Zeonic Front	Strategy	Bandai
The Mummy Returns	Action	Universal
MXrider	Racing	Infogrames
NASCAR Thunder 2002	Racing	EA Sports
NFL 2K2	Sports	SEGA
NFL Blitz 2002	Sports	Midway
NFL GameDay 2002	Sports	Sony
OKAGE: Shadow King	Adventure	Sony
Rainbow Six: Rogue Spear	Action	Ubi Soft
Shaun Palmer's Pro Snowboarder	Action	Activision
Smuggler's Run 2: Hostile Territory	Action	Rockstar Games
State of Emergency	Action	Rockstar Games
Supercar Street Challenge	Racing	Activision
Time Crisis 2	Shooter	Namco
Wave Rally	Racing	Eidos

PSone

TITLE	GENRE	PUBLISHER
American Deer Hunter	Action	Interplay
Arc the Lad Collection	RPG	Working Designs
Arthur's Quiz Show	Other	Learning Co.
Carmen Sandiego: World	Adventure	Learning Co.
Dance Dance Revolution Disney's Rave	Dancing	Konami
FIFA 2002	Sports	EA Sports
Hoshigami: Ruining Blue Earth	RPG	Atlus
Jumpstart Kindergarten	Learning	Knowledge Adv.
The Weakest Link	Trivia	Activision



▲ Like *Final Fantasy Tactics*, *Hoshigami* is a turn-based strategy-RPG.

Two Month Outlook

NOVEMBER PS2

TITLE	GENRE	PUBLISHER
Ace Combat 4: Shattered Skies	Air Combat	Namco
Aliens: Colonial Marines	Action	EA
Crash Bandicoot: Wrath of Cortex	Action	Universal
Dark Summit	Action	THQ
Deus Ex	Action/RPG	Eidos
Devil May Cry	Action	Capcom
Drakan II	Action	Sony
Dropship	Action	Sony
ESPN NBA 2Night 2002	Sports	Konami
ESPN Int. Winter Sports 2	Sports	Konami
ESPN Hockey Night 2002	Sports	Konami
Eve of Extinction	Action	Eidos
F1 2001	Racing	EA Sports
FIFA Soccer 2002	Sports	EA Sports
Frequency	Music	Sony
Frogger: The Great Quest	Action	Konami
H2Overdrive	Racing	Crave
Herdly Gerdy	Action	Eidos
James Bond/Agent Under Fire	Action	EA
Jimmy Neutron Boy Genius	Action	THQ
Jurassic Park III: Survival	Action	Universal
Kinetica	Racing	Sony
Legend of Alon D'ar	RPG	Ubi Soft
MGS 2: Sons of Liberty	Action	Konami
Monsters, Inc.	Action	Sony
NBA 2K2	Sports	SEGA
NBA Live 2002	Sports	EA Sports
NBA Shootout 2002	Sports	Sony
NCAA Final Four 2002	Sports	Sony
NCAA Gamebreaker 2002	Sports	Sony
NHL Faceoff 2002	Sports	Sony
Pirates of Skull Cove	Adventure	EA
Police 911	Action	Konami
PRYZM One: The Dark Unicorn	RPG	TDK Mediactive
Rayman M	Action	Ubi Soft
Rubu Tribe	Adventure	Interplay
Silent Scope 2: Dark Silhouette	Action	Konami
The Simpsons Road Rage	Action	EA
SOCOM: US Navy SEALs	Action	Sony
SSX Tricky	Sports	EA Sports
Star Trek: Shattered Universe	Action	Interplay
Tetris Worlds	Puzzle	THQ
Tony Hawk's Pro Skater 3	Sports	Activision
Top Gun	Air Combat	Titus
Tribes	Action	Sierra
Twisted Metal Black Online	Action	Sony
Vampire Night	Shooter	Namco
Wizards of Waverly	RPG	Atlus
WWF SmackDown! "Just Bring It!"	Wrestling	THQ

DECEMBER PS2

TITLE	GENRE	PUBLISHER
Age of Empires II: Age of Kings	Strategy	Konami
Arctic Thunder	Racing	Midway
Blood Omen II: Legacy of Kain	Action	Eidos
Grandia 2	RPG	Ubi Soft
Jak and Daxter: Precursor Legacy	Action	Sony
The Lost	Adventure	Crave
Max Payne	Action	Rockstar
Maximo	Adventure	Capcom
No One Lives Forever	Action	Sierra
P.O.W. Escape From Colditz Castle	Action	Codemasters
Star Wars Racer 2: Racer Revenge	Racing	LucasArts
Super Runabout: New York	Racing	Interplay
The Weakest Link	Trivia	Activision

Cool Stuff

Here's a look at some of the hottest new gear that everyone's talking about

The Sky: the Art Of Final Fantasy

\$225/Currently available only in Japan

Few art books have the stunning character design and wondrous fantasy-based environments to match works like H.R. Giger's *Necronomicon I and II* and *The Doré Illustrations for Dante's Divine Comedy*. But if the world of videogames was to put forth its equivalent of such visual splendor, the *Final Fantasy* series immediately comes to mind. And what better source for such artwork than Yoshitaka Amano, the acclaimed independent artist that has driven the visualization of much of series.

While Square has released other books on Amano's *FF* artwork, *The Sky: The Art of Final Fantasy* is a comprehensive, limited edition box set collection comprising more than 700 pages of sketches, paintings, and design. In its three volumes



there's also some exclusive *Final Fantasy X* art, along with some other extras, and a fourth volume with an intimate biographical portrait of the artist. Unfortunately, *The Sky* has not yet been confirmed for the U.S. But even if you can't read Japanese, the big draw of these books are all the purty pictures.

PSM'S BIG GAME UPDATE

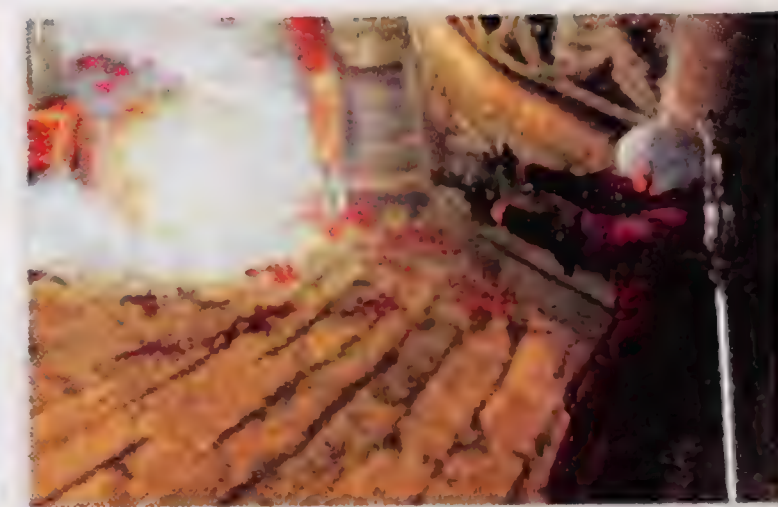


1. SSX Tricky

Tricky features two new courses (all the others are drastically redesigned), and a new trick system. Expect a lot in November: *SSX* got PSM's only 10/10 score aside from *GT3* and *Madden 2002*.

2. Devil May Cry

The most recent build, with the "mission-based" structure, shows off some new areas (one's underwater!), skills, items and weapons upgrades (which you purchase), and Dante's alter ego is revealed. It's due out in November.



3. Final Fantasy X

Japan's had it since July 19, but *FFX* won't land on U.S. shores until Q1 2002. That's about six months to spit and polish the English voice acting and any other tweaks to this already stunning title.



4. MGS2: Sons Of Liberty

On November 13, hang your head high since stateside gamers will get first crack at PS2's #1 game before the rest of the world. However, this is largely because of the buying frenzy around Thanksgiving.



5. Jak And Daxter: Precursor

With 10 huge areas to explore, 3 original bosses to take down, and absolutely no load times to interrupt the experience, J&D, due in December, looks to be a winner.



6. Tekken 4

There's no confirmation that even the arcade version will be out this year. But *T4* PS2, due probably in spring 2002, will feature new evasion moves and counters, and interactive, possibly multi-tiered levels reminiscent of *DOA 2: Hardcore*.



7. Tony Hawk 3

Last issue, Neversoft let us in on the million point combos you can drop on opponents online. As we speak they're perfecting the already impressive online (and single-player) gameplay for the November release.



8. Virtua Fighter 4

Currently, the arcade version is on test in a very small handful of arcades in the U.S. There's been little concrete information on the PS2 version of late, but we're expecting it around February of next year.



9. Crash Bandicoot: The Wrath Of Cortex

While Universal will self-publish *Crash* titles on several platforms, the PS2 version (due in November) by Traveler's Tales, has looked increasingly attractive.



10. Maximo: Ghosts To Glory

Capcom's unofficial homage to *Ghosts 'N Goblins* has been pushed back to the first few weeks of January. The team is busying itself with polishing the later stages and finalizing level-based play mechanics.



Hot In August

TOP 10 DVDs

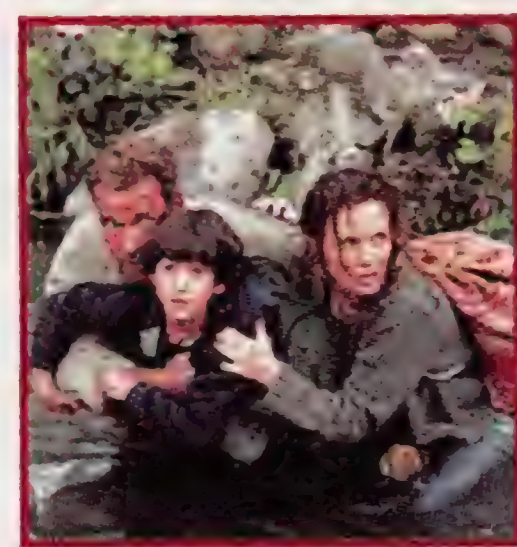


OUR TOP PICK: STAR WARS EPISODE ONE

10/16/01
Say what you will about Jar-Jar and Midi-chlorians, but this 2-disc set features more than six hours of extras: New and deleted scenes, interactive featurettes, behind-the-scenes footage, and running commentary from Lucas himself.

- | | |
|--------------------------------------|----------|
| 2. Terminator: Special Edition | 10/02/01 |
| 3. The Godfather Collection (5-disc) | 10/09/01 |
| 4. The Mummy Returns | 10/02/01 |
| 5. Shrek | TBA |
| 6. Scooby-Doo and the Cyber Chase | 10/09/01 |
| 7. Colors | 10/02/01 |
| 8. American Ninja | 10/02/01 |
| 9. Masters Of The Universe | 10/02/01 |
| 10. Running Scared | 10/02/01 |

TOP 5 MOVIES (Theater)



OUR TOP PICK: COLLATERAL DAMAGE

10/05/01
Firefighter Ah-nold Schwarzenegger takes matters into his own hands when international terrorists kill his family. Expect clever catch-phrases.

- | | |
|--|----------|
| 2. <i>Bones</i> | 10/26/01 |
| In a role he was born to play, Snoop Dogg is the murdered Jimmy Bones who returns 20 years later to rid his hood of unwanted suckas. | |
| 3. <i>Halloween: The Homecoming</i> | 10/31/01 |
| What will they think of next? Michael Myers starts offing a bunch of snot-nose punks who host a chat from his house in Haddonfield. | |
| 4. <i>K-Pax</i> | 10/05/01 |
| Appropriately played by Kevin Spacey, Prot is a mental patient who insists he's from the planet K-Pax in this sci-fi/fantasy drama. | |
| 5. <i>Bandits</i> | 10/12/01 |
| Two bank robbers, Bruce Willis and Jolie's beau Billy Bob Thornton, fall in love with the girl they kidnap. | |

SALES CHARTS - NPD TRSTS Video Game Service

PS2 - JUNE

1. TWISTED METAL BLACK



- NBA Street
- Dark Cloud
- Red Faction
- Crazy Taxi
- ATV Off-Road Fury
- Tokyo Xtreme Racer: Zero
- Midnight Club: Street Racing
- Madden NFL 2001
- Tekken Tag Tournament

PSONE - JUNE

1. GRAN TURISMO 2



- Mat Hoffman's Pro BMX
- Final Fantasy Chronicles
- Spec Ops: Ranger Elite
- Tomb Raider: Revelation
- ATV Quad Power Racing
- MLB 2002
- Tekken 3
- Spec Ops
- Tony Hawk's Pro Skater

ACCESSORIES - JUNE

1. PS2 8 MB MEMORY CARD



- | | |
|-----------------------|----------|
| 2. PS2 Dual Shock 2 | Sony |
| 3. PS2 Mem. Card | Mad Catz |
| 4. PSone Mem. Pack | Interact |
| 5. PSone Mem. Card | Sony |
| 6. RFU Adaptor | Interact |
| 7. PSone Dual Gamepad | Interact |
| 8. RFU Adapter 3 | Sony |
| 9. RF Switch | Mad Catz |
| 10. N64 RFU Adaptor | Interact |

THE REVOLUTION IS HERE

"THE FUTURE OF FIRST-PERSON SHOOTER GAMES IS SITTING ON STORE SHELVES IN A PACKAGE MARKED RED FACTION!"

—Associated Press

GEO-MOD™ TECHNOLOGY

For the first time ever destroy and alter the environment in real-time! GEO-MOD technology revolutionizes first person shooters by opening up a whole new level of strategy:



Don't fight the convoy...just destroy the bridge.

"THE NEXT STEP IN THE EVOLUTION OF VIDEOGAMES!"

—Game Pro Magazine

"IT'S GAMES LIKE THIS YOU BOUGHT A PLAYSTATION2 FOR!"

—Electronic Gaming Monthly

"RED FACTION IS ONE GAME THAT EVERY PLAYSTATION2 OWNER SHOULD OWN!"

—New York Daily News

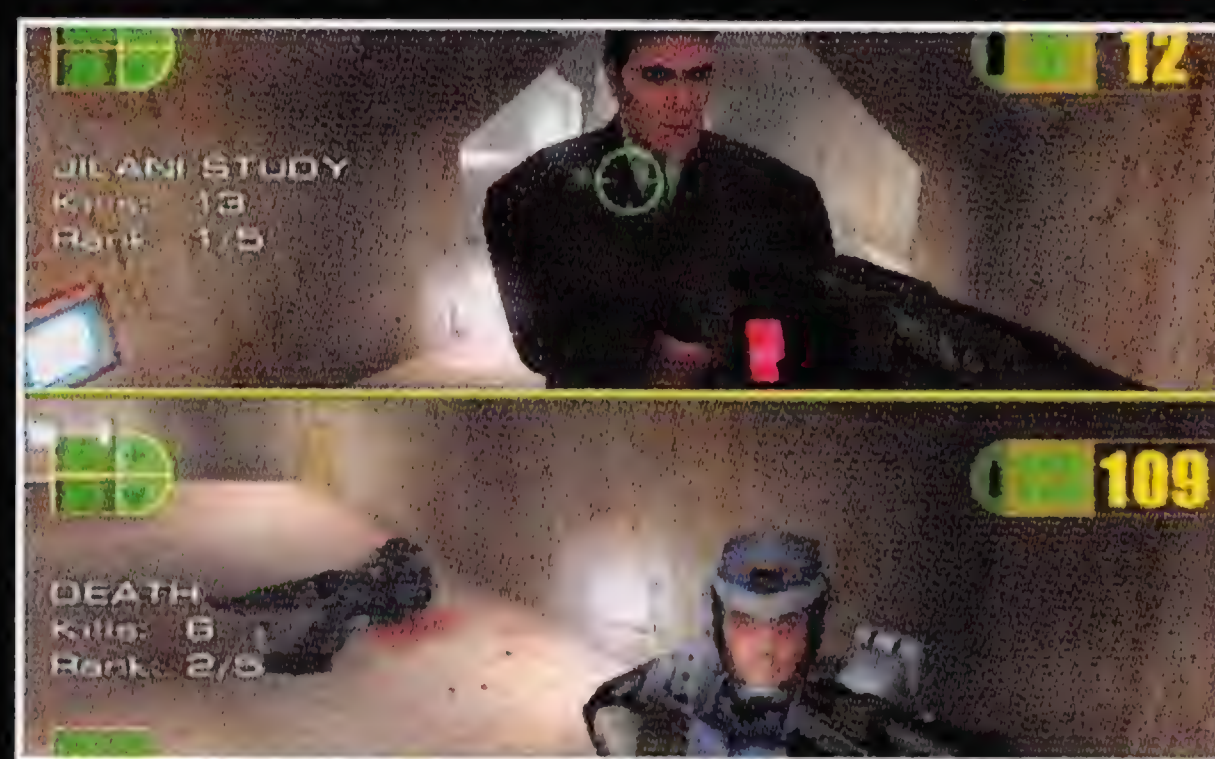
THE VEHICLES

Hijack 5 fully armed land, sea and air vehicles.



MULTIPLAYER

Wage war in 2 player split screen death match!

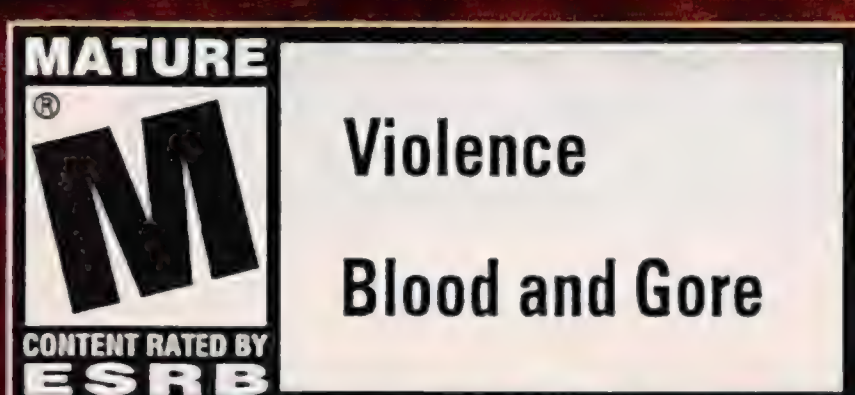


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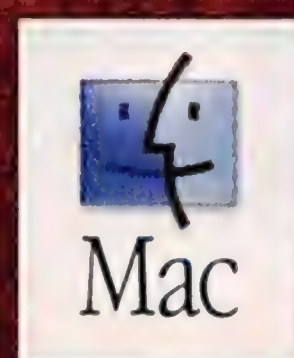


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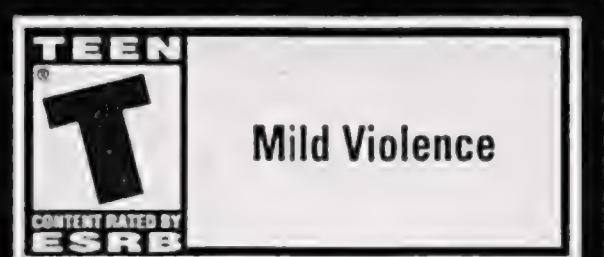
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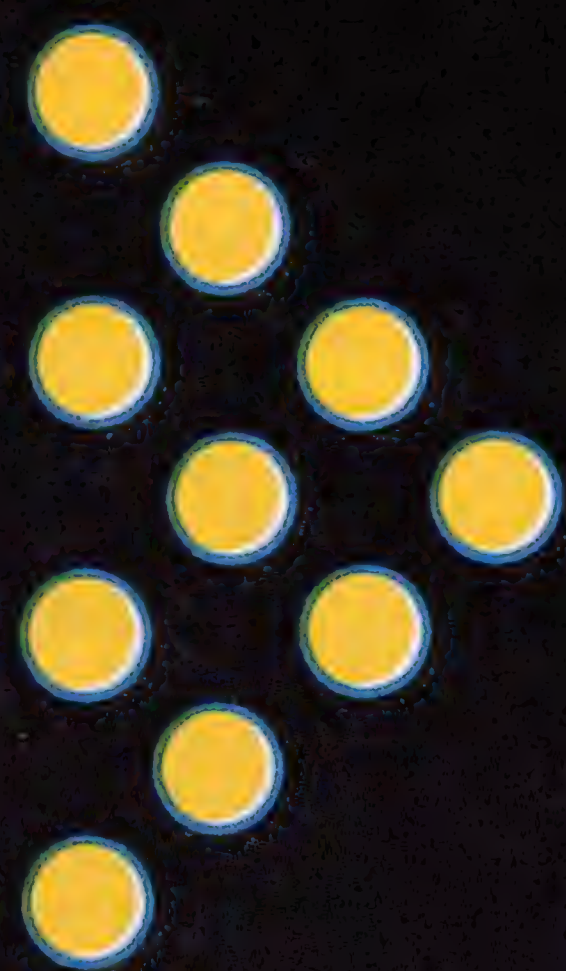


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PlayStation®2





REVIEWS

The world's most accurate,
in-depth game analysis

Contents

36 ► Castlevania Chronicles

36 ► Extermination

32 ► Madden NFL 2002 (PS2)

37 ► Madden NFL 2002 (PS)

34 ► NFL GameDay 2002

34 ► One Piece Mansion

36 ► Rune: Viking Warlord

34 ► Silent Scope 2

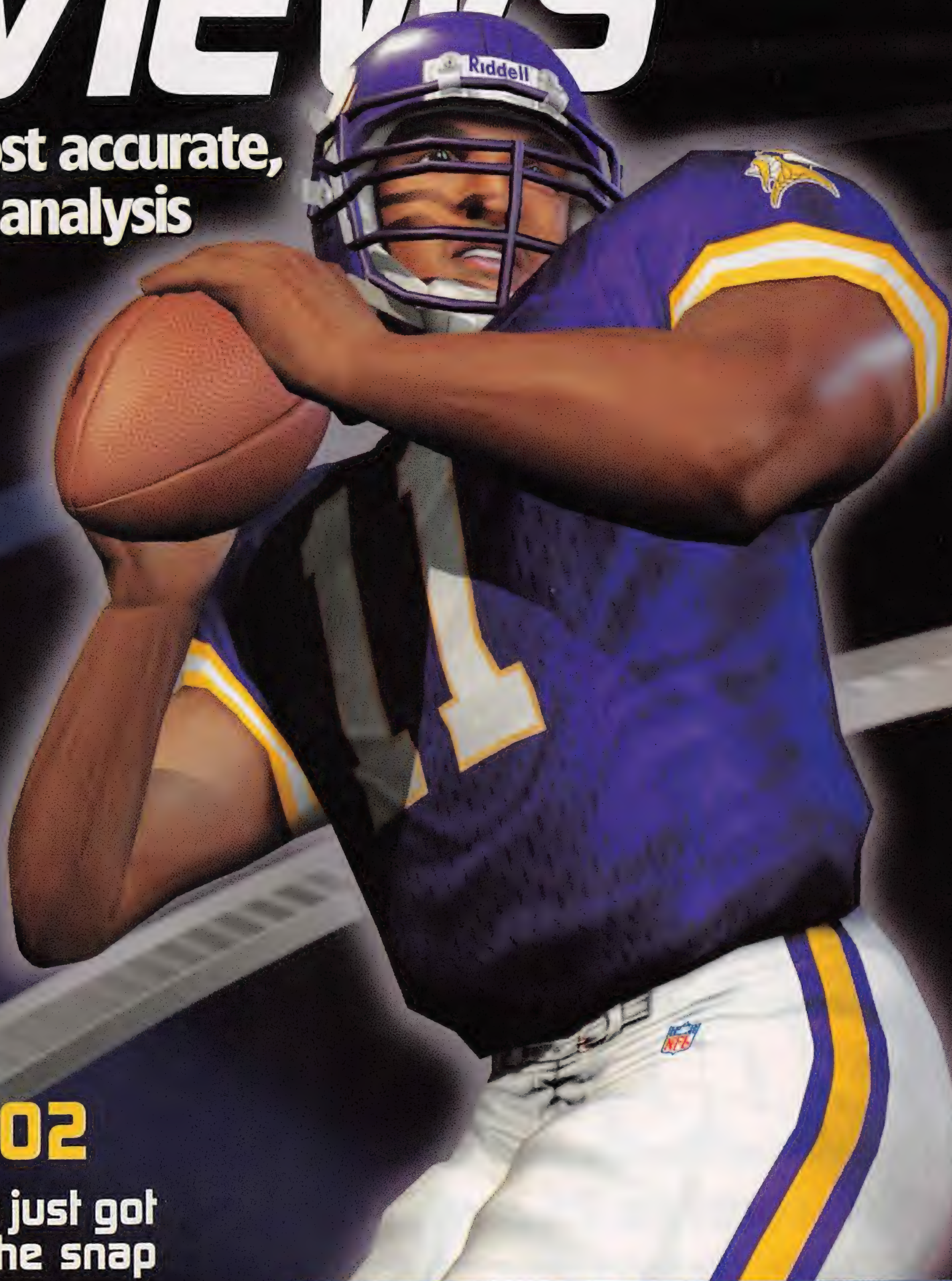
37 ► Tales Of Destiny 2

35 ► Time Crisis 2

40 ► SCOREBOARD

MADDEN NFL 2002

The best football game ever just got
even better! You can take the snap
on pg. 32



Be sure to check out these top games!



35 ► Time Crisis 2



36 ► Extermination

OUR SCORING SYSTEM

- 10 ► **CLASSIC**
A rare gem; Our highest recommendation
- 9 ► **OUTSTANDING**
One of the better games this year
- 8 ► **VERY GOOD**
You can't go wrong **MUST-BUY**
- 7 ► **GOOD**
A solid game
- 6 ► **OKAY**
Kind of fun, but no big deal
- 5 ► **SO-SO**
You've got to love the subject matter
- 4 ► **LACKING** **WARNING**
Big flaws really hurt this game
- 3 ► **BAD**
Not fun at all
- 2 ► **AWFUL**
This game is an insult
- 1 ► **WHY?**
Why would anyone do this to us?

We take our reviews very seriously. We spend hours upon hours play-testing each title to give you the best information to help you buy.

Games that score an 8, 9 or 10 earn a Bronze, Silver or Gold PSM Must-Buy award. We don't hand them out easily, so if you see one on a review, a game box or advertising, be sure to check that game out.

Finally, when looking up past scores, keep in mind that older games usually wouldn't fare as well if they were reviewed today.



PS2

TYPE

SPORTS

PUBLISHER

EA SPORTS

DEVELOPER

TIBURON

OF PLAYERS

1-8

OF DISCS

1 CD

ESRB RATING

EVERYONE



MADDEN NFL 2002

PSM
GAME
OF THE
MONTH

▲ The size of the players now varies as much as it does in real life, so you won't see any punters built like linebackers. The player models are also more detailed, with better animations — they finally look like they're *really* running on the ground.

EA scores on PS2 with the best football game ever... again!

We don't slap a 10 on just any game here at PSM, but when one earns our highest score, we'll gladly give it away. After playing last year's phenomenal PS2 original, we didn't see too many ways to improve upon the newly crowned "best football game ever", but apparently Tiburon did. In fact, the developer actually enhanced its already astonishing football game, making it an even deeper, more enjoyable experience than before and also a game that richly deserves our highest score.

HOW IT STACKS UP

1	► Madden NFL 2002 (PS2)	10 out of 10
2	► Madden NFL 2001 (PS2)	9 out of 10
3	► Madden NFL 2002 (PS)	9 out of 10
4	► NCAA Football 2002 (PS2)	9 out of 10
5	► GameDay 2001 (PS2)	2 out of 10



▲ The sidelines are much busier this year. Now you'll see the chain gang, more realistic coaches, and even cheerleaders.

For starters, the graphics look even better than last year. Although most of the changes are cosmetic, these little improvements make a huge difference. Player faces, animations, and even models are much more lifelike. Add to that more characters on the sideline and new replay cameras, and you've got the finest looking football game ever made, hands down.

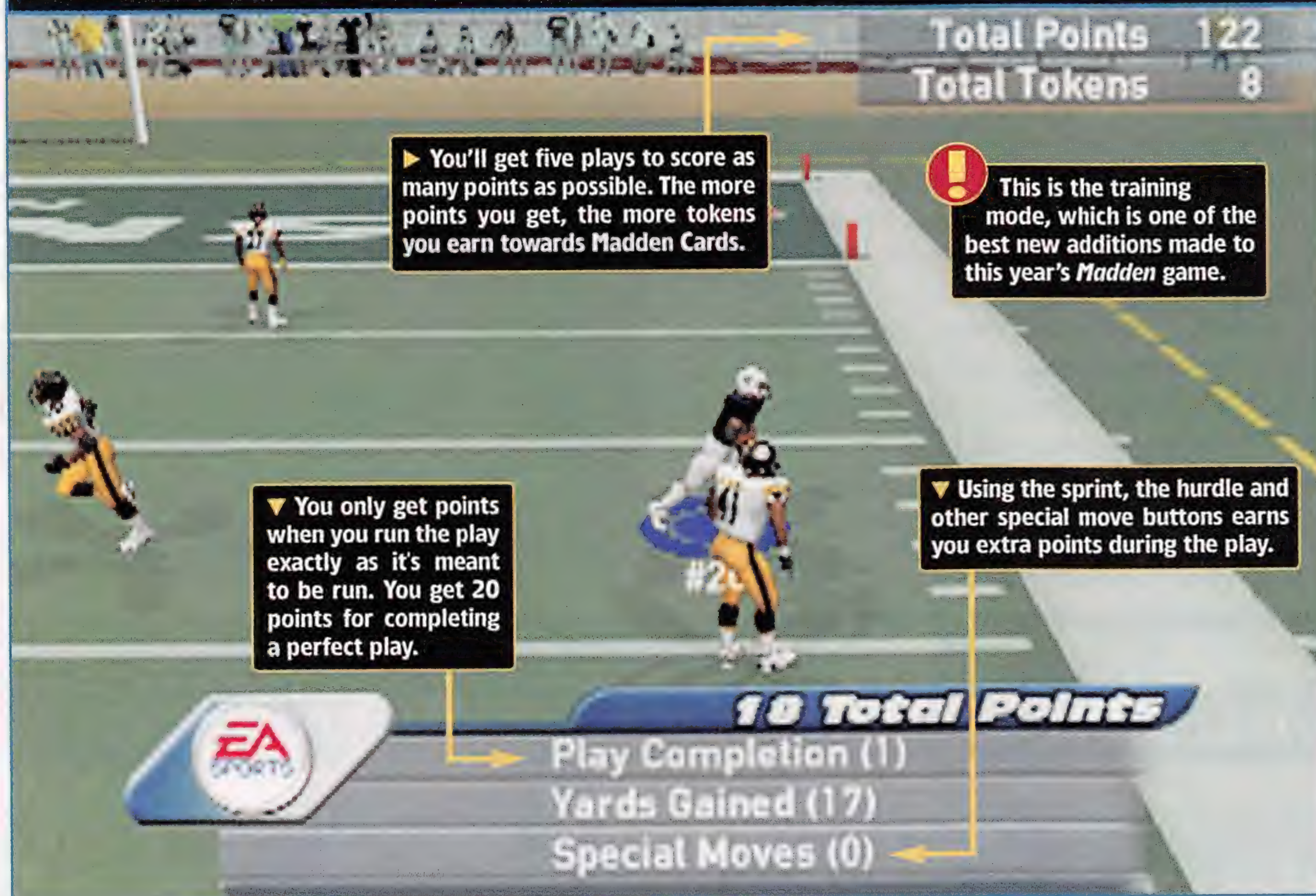
Madden gameplay is getting better every year. While we tend to celebrate the new additions to this series, the core of *Madden* is still awesome gameplay.

What really impressed us the most this year was the sheer amount of depth added to this title. We can reasonably say that if you're a huge football fan, you'll still be playing this game by the time *Madden 2003* rolls around. Along with the brilliant *Madden Cards* and the franchise mode, Tiburon has also added a treasure chest of new goodies that aren't just worthless add-ons.

The first add-on that we really loved was the Two-Minute Drill. This quick-play mode gives points for

PSM BREAKDOWN

An up-close look at the game in action



"If you're a huge football fan, you'll still be playing this game by the time Madden 2003 rolls around"

well executed plays on both offense and defense. Play this mode enough, and you'll become a master of late game heroics in no time.

Even more worthwhile is the new training mode. John Madden actually walks you through the game's many play sets and individual plays. Even hardcore

football fans will learn new strategies.

Maybe next year we'll look back at *Madden 2002* and it will seem archaic compared to the new version. Right now we can't see it — but we're putting our money on Tiburon to prove us wrong again.

► Dan Egger

PSM
FINAL SCORE **10/10**

CLASSIC

If you're even the slightest football fan, you have no choice but to own this game. Even if you aren't, try it. You may become a fan.



PSM
MUST-BUY

THE EYES HAVE IT

One of the first improvements you'll notice when you play *Madden 2002* is that the players look more realistic. What caused this change? We think it's all in the eyes.

2001



2002



▲ The original *Madden* characters' faces made them look like extras from *Day of the Dead*. This year's players have eyes with natural-looking pupils, plus they move and blink more realistically... and they rarely eat opposing team's brains anymore!

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PS	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	SPORTS	989 SPORTS	RED ZONE	1-8	1 CD	EVERYONE

NFL GAMEDAY 2002

The once A-list *GameDay* franchise has certainly lost some luster in recent years, and for many has become a backup football game. We're not saying that *GameDay 2002* is horrible. In fact, it has many things we like. It plays remarkably fast and the running game is strong. We also love the instant replays that include telestrator illustrations and the music during kickoffs. It's little touches like these that make a football game feel fun.

However, *GameDay 2002* gets bogged down with a number of problems that keep it from becoming a great football game. The most pronounced of these are noticeable AI holes. For example, receivers coming out of the backfield are often uncovered with no defender within 15 yards. A smart short passing strategy can make the computer look silly. The gameplay is, for the most part, strong, but AI problems like this (among others) spoil the overall experience.

Beside the gameplay issues, there are a host of little things that hurt this title. The commentary sounds like two guys reading off cue cards, the play calling menus are counter-intuitive, and the game simply doesn't have the depth of *Madden 2002* on PlayStation.

It's this last issue that hurts the most. *GameDay* has everything a football game might need, if it weren't for *Madden*. With Tiburon loading up its football franchise with new features, it makes it look as if *GameDay* is standing still, even though it isn't. Unfortunately, it just doesn't have the features, presentation, polish, or replay value to keep up.

► Dan Egger



▲ No one will mistake these graphics for a real NFL broadcast, but they move fast.

PSM
FINAL SCORE **6/10**

OKAY

If you absolutely must have two PSone football games this year, *GameDay* is a decent second, but *Madden 2002* is much, much better. We suggest you rent it first, just to give it a look-see.

PS	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	PUZZLE	CAPCOM	CAPCOM	1	1 CD	EVERYONE

ONE PIECE MANSION

Quirky is a word used to describe a lot of puzzle games that come out of Japan, but it doesn't even begin to do justice to *One Piece Mansion*. Its premise sees players managing an apartment building with the aim of keeping stress levels down — a distinctly "Tokyo" concept, if there ever was one.

Despite its sim-like trappings, however, it's still very much a puzzle game, as each apartment occupant emits positive or negative stress in different directions, and finding the best way to put them all together in harmony is the real challenge. There are even some minor action elements introduced in the form of trouble-making tenants, who must be scared back into their dwellings before they start fires or perform other stress-increasing acts.

It may sound simple enough, but in execution it can be quite overwhelming. The best puzzle games are simple

enough to jump right into, but gradually progress in challenge to build lasting appeal. *One Piece Mansion*, on the other hand, starts out mind-numbing and only gets tougher. The overall concept also seems to cave in to repetitiveness all too quickly. The feeling of "doing chores" sets in after only a couple of levels.

Nevertheless, the game's premise, though flawed, isn't without its charm. So if you're one for seriously cerebral challenges, you may want to give it a shot. Just prepare to be every bit as stressed as your sprite-based renters.

► Randy Nelson



▲ It might not be the best puzzler around, but this game is definitely one of the most unique looking we've seen.

PSM
FINAL SCORE **5/10**

SO-SO

Despite being a unique and fun-to-watch puzzle game, *Once Piece Mansion's* concept is almost prohibitively complex and, in turn, gets old after only a few rounds. Even MENSA members will bend under its challenge.

PS2	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	# OF DISCS	ESRB RATING
	SHOOTER	KONAMI	KONAMI	1-2	1 DVD	TEEN

SILENT SCOPE 2

As a huge fan of the original arcade game, and the PS2 version, I must admit that I'm somewhat disappointed with this sequel. Although *Silent Scope 2* accurately imitates the experience of the first game, it doesn't really do anything different or drastically new, making it feel more like an expansion pack.

This shouldn't suggest that there isn't anything new in *SS2*, though. Fans will be treated to a wide variety of new levels, ranging from snow-covered mountains to thick and dangerous jungles. The enemies and bosses are also quite challenging — if not cheap. Most importantly, *SS2* offers a few new features, such as a 2-player i.Link mode and some hidden cheats, which increase the game's depth and replay value a little.

Even with the extras and additions, however, *SS2* won't last you very long. You'll easily finish it in a day or less, unless you suffer from extreme frustration, which is

possible, due to unfair bosses. Defeating many of them quickly and with little loss of health often times seems to depend upon luck, even if you discover their fighting pattern! That's kinda cheap...

Aesthetically and gameplay-wise, *SS2* remains identical to the first, and without any type of sniper peripheral support, of course: target your enemies with your imprecise scope, and take them out as quickly as possible.

So with a slightly trite and short game experience, and overly difficult bosses, you might want to think twice before making a purchase.

► Tokoya



▲ Not a bad second helping, but I hope Konami can do a little better with the third installment.

PSM
FINAL SCORE **6/10**

OKAY

Silent Scope 2 is still a fairly enjoyable title. However, there really isn't anything that *SS2* has to offer that the first game didn't. Unless you're a hardcore fan, just rent it.

PS2

TYPE

LIGHT GUN

PUBLISHER

NAMCO

DEVELOPER

NAMCO

OF PLAYERS

1-2

ESRB RATING

TEEN



▲ The game's big explosions and harrowing situations deliver the sense of being in an action movie.

TIME CRISIS II

Better than the arcade in many ways

Yes, it's been a long time coming, but Namco's much anticipated *Time Crisis II* has thankfully been worth the wait.

While the main game itself might not be very long, the variety of situations and action it presents is second to none. One moment, you're slowly making your way up a steep road while barrels are rolling at you, while the next you're blasting enemies while speeding down a canal in power boats, or making your way across the top of a speeding train.

The intensity is heightened by the ability to duck

behind environmental objects, in order to evade enemy fire and reload your gun. Plus, the game also puts a unique spin on two-player action, by having both characters take separate paths through each level.

To make up for the arcade mode's shortness, Namco has generously included the incredibly fun "Crisis Mode". It's loaded with missions that present some pretty challenging objectives, and in its own way can be even more fun than the main game.

The split-screen mode is a nice addition, but can make enemies hard to spot. Namco has thankfully included a two-screen i.Link mode, though how many people will ever use it is debatable.

Though the game can seem overly difficult at its default setting, this thankfully doesn't keep it from being loads of fun. If you love lightgun shooters, this is one you've simply got to have.

► Randy Nelson

HOW IT STACKS UP

1	► Time Crisis II (PS2)	8 out of 10
2	► Time Crisis: Project Titan (PS)	7 out of 10
3	► Point Blank 3 (PS)	7 out of 10
4	► Silent Scope (PS2)	7 out of 10
5	► Silent Scope 2 (PS2)	6 out of 10

PSM
FINAL SCORE

8/10

VERY GOOD

The variety of action is second to none, the graphics are stunning, and even the mini-games are lots of fun.



PSM
MUST-BUY



▲ The action ranges from blasting to sneaking. There are even several mini-games with which to hone your aim.

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 TYPE
ACTION

 PUBLISHER
KONAMI

 DEVELOPER
KONAMI

 # OF PLAYERS
1

 # OF DISCS
1 CD

 ESRB RATING
TEEN

CASTLEVANIA CHRONICLES

It's taken four long years, but Konami is finally giving us a second *Castlevania* game on PSone.

Unlike 1997's *Symphony of the Night*, *Castlevania Chronicles* returns the series to its roots, dropping the RPG elements in favor of simpler level-to-level action.

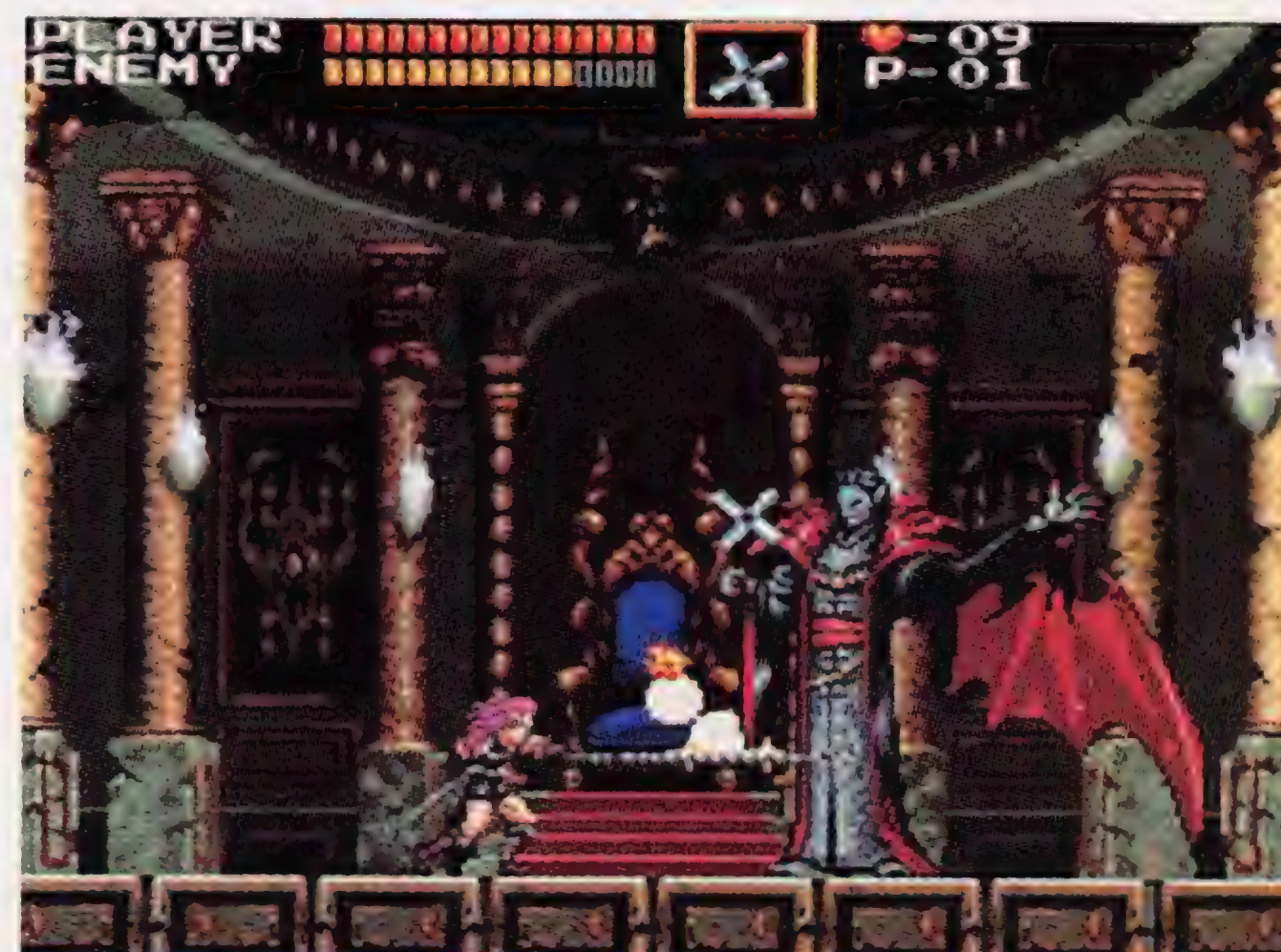
Chronicles was originally released as *Akumajou Dracula* (*Demon Castle Dracula*) in Japan in 1993, on an obscure computer called the X68000. For the game's first U.S. outing, Konami has included an "Arranged" mode with spiffier graphics that are maybe a wee bit better than *Super Castlevania* on the Super NES. The soundtrack is made up of classic *Castlevania* tunes, and the sound quality is fine.

The action itself is pure classic *Castlevania* — you walk across the screen whipping monsters, jumping on platforms and grabbing pick-ups. This series has a history of being tough, and while old-school gaming veterans won't mind so much, newer gamers may find it harder to

deal with the occasional frustrating stage. While the levels are mostly new (a few scenes are borrowed from other games in the series), there's almost nothing here that *Castlevania* fans haven't seen before.

Despite the "by-the-numbers" approach, however, the game is a blast to play. For hardcore fans, it's also interesting to see how this "lost *Castlevania*" fits into the series' history, since a few levels introduce scenes that reappear in later games. *Chronicles* isn't the best game in the series, but it's a very solid entry — and priced at a measly \$20, how can you go wrong?

► Chris Slate



▲ This *Castlevania* mixes a lot of new stuff with some very familiar scenes. Longtime fans will be right at home.

PSM
FINAL SCORE **7/10**

GOOD

This one is strictly for fans of the old-school, but if that's your thing, it's well worth the bargain price. Some levels will frustrate you, but you'll keep coming back for another go.


 TYPE
ACTION

 PUBLISHER
SONY CEA

 DEVELOPER
DEEPSPACE

 # OF PLAYERS
1

 # OF DISCS
1 DVD

 ESRB RATING
EVERYONE

EXTERMINATION

Who'd have thought that Sony and DeepSpace's first stab at the survival horror genre (they dub it "panic action", but we know better) could actually eclipse Capcom's mighty *Resident Evil* series in some respects? *Extermination* does just that, introducing several refreshing play mechanics and pumping up the action considerably.

Unlike his *RE* counterparts, the game's main character is one dextrous dude. He can jump, shimmy along edges, swing from overhead bars, and jump between ladders, among other actions. He also moves in whichever direction you press the analog stick, rather than the slower "turn, then move" method used in the *RE* games. Excellent level design compliments the control, and the game's creepy-yet-high-tech atmosphere serves as icing on the cake.

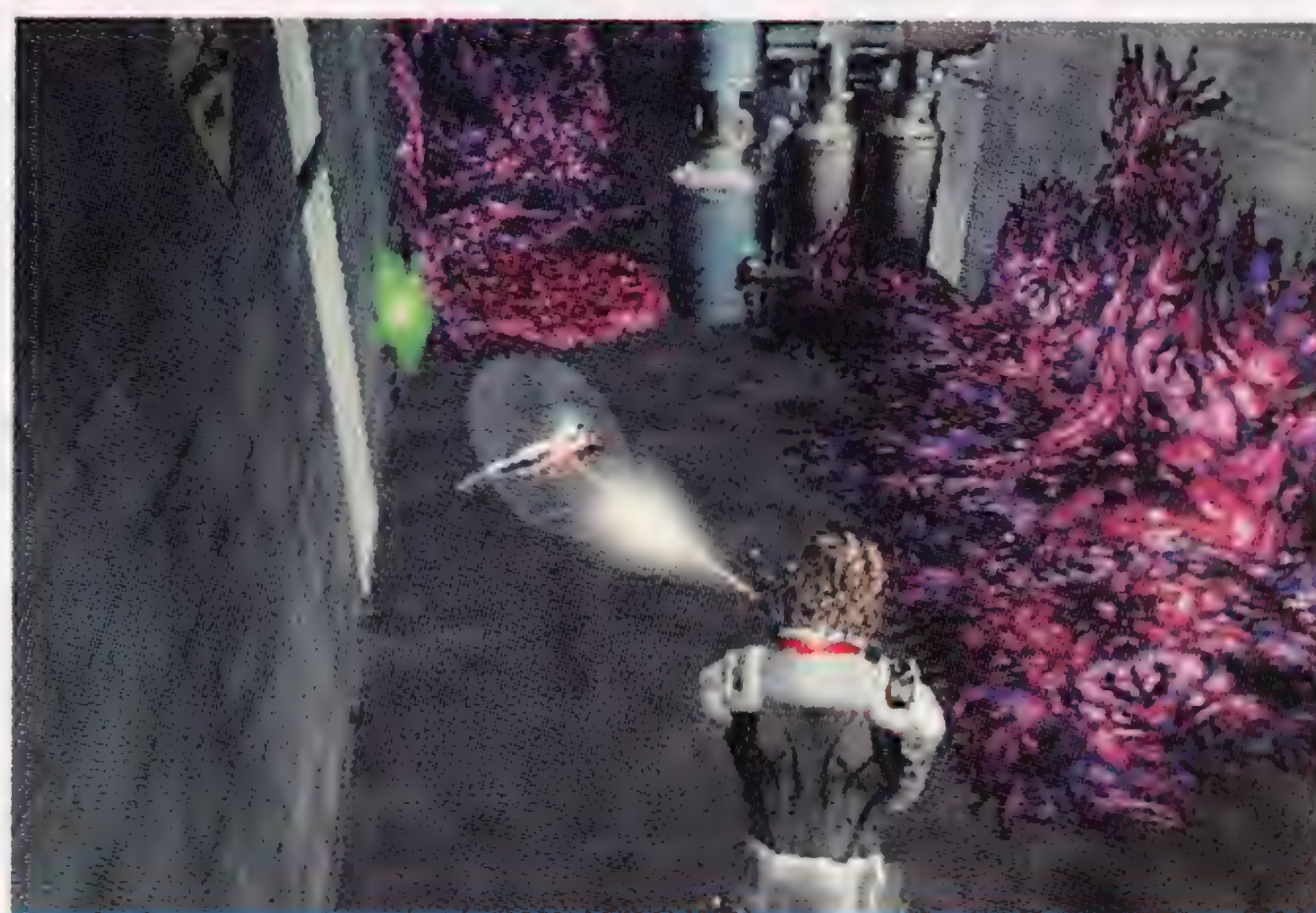
The gun upgrade system also deserves special praise; from the flashlight that scares away smaller enemies to the

variety of first-person targeting scopes, it's just plain cool.

Graphically, the game looks really good, with some exceptions. On the upside, it has good-looking environments, well designed characters, downright freaky monsters, and a solid framerate. Unfortunately, there are a few areas where you'd swear the visuals aren't quite finished and some of the voice acting is almost unbearable.

Thankfully, neither of these flaws is big enough to seriously harm the otherwise excellent experience the game delivers.

► Randy Nelson



▲ The game looks really good for the most part, but does suffer from a few weird graphical glitches.

PSM
FINAL SCORE **8/10**

VERY GOOD

Extermination introduces a lot of refreshing play mechanics (and heck of a lot more action) to the genre.


 TYPE
ACTION

 PUBLISHER
ROCKSTAR

 DEVELOPER
HUMAN HEAD

 # OF PLAYERS
1-4

 # OF DISCS
1 CD

 ESRB RATING
MATURE

RUNE: VIKING WARLORD

Gone, but not forgotten, are the days of axe-wielding, mead-drinking berserkers with horned helmets and braided beards. And while we gamers aren't usually the heartiest of men, Viking life appeals to our collective subconscious, something that Human Head capitalized on with *Rune* for PC. Unfortunately, despite extra levels and new enemy types, the PS2 port has a little less hair on its chest.

Texture detail, character modeling and the framerate have all taken hits in the conversion. Graphically, *Viking Warlord* doesn't do the fairly well-designed, interactive levels justice. Spanning more than 40 environments across various terrain, the implementation of excessive platforming (trampolines!), puzzle-solving and exploration seems out of place in a hack-'n-slash. Also, the split-screen multi-play for up to four is somewhat marginal. And frustratingly long loading times await you at the outset of each level

and after you die, making seamless gameplay and continuity almost impossible.

If you can suspend your disbelief, the single-player game progresses nicely through the epic story with plenty of frenetic action and cryptic cut-scenes. The solemn voice acting and atmosphere are rarely overwrought to the point of being campy, and a brassy, Conan-like score sets a lofty tone throughout. The control is quite intuitive after the adequate tutorial and there are plenty of weapons with added rune powers. In all, *Rune: Viking Warlord* is a decent, although flawed, hack-'n-slash.

► Tommy Layton



▲ Each of about 15 weapons — in this case the trial pit mace — has added rune powers.

PSM
FINAL SCORE **6/10**

OKAY

With solid control, the single-player experience progresses nicely through a deep story and varied environments, in spite of graphics and framerate hits from the PC conversion.

PS	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	ESRB RATING
	SPORTS	EA SPORTS	TIBURON	1-8	EVERYONE

MADDEN NFL 2002

As the PlayStation 2 continues to grow in popularity, the lion's share of developer attention will inevitably turn to Sony's newest console. That doesn't mean, however, that we won't still get great games for the PlayStation. Take *Madden 2002*, for instance. It certainly doesn't match up to the graphics of its gorgeous PS2 brother... but nobody expects it to. It does, however, live up to the depth and playability of that awesome football game, which is a true gift to all those who haven't been able to upgrade to a PS2 yet.

Like the PS2 version, along with the fantastic *Madden* gameplay, you get a franchise mode, Madden Cards and

two new features that add countless hours of gameplay.

The first is the Two-Minute Drill mode that tests the skills of players in tight, last-minute situations and scoring them based on how well they perform.

In the Training mode, John Madden himself walks you through plays and play sets, telling you what situation each is best for. By the time you're done, you'll be raring to take on anyone and everyone.

This is one of the few sports games ever made for the PlayStation that will keep you coming back time after time. If you don't have a PS2, then this is the best way to go.

► Dan Egger

PSM
FINAL SCORE

9
/10

OUTSTANDING
 There may never be another PlayStation football game that's better than this... so enjoy it now.

PSM
MUST-BUY



▲ The gameplay in *Madden 2002* is as solid as it gets. There's even a version of the 16-bit *Madden* included.

PS	TYPE	PUBLISHER	DEVELOPER	# OF PLAYERS	ESRB RATING
	RPG	NAMCO	NAMCO	1-4	EVERYONE

TALES OF DESTINY 2

Boasting a near complete facelift from its predecessor, any RPG fan's first impression of *Tales of Destiny 2* will be that it's a particularly nice-looking game. Wonderfully detailed 2D sprite characters and colorful, pre-rendered town and dungeon environments show off a flair for graphics that Namco is known for in other genres. But it's the cast of characters and battles that are *ToD2*'s real strengths.

All combat takes place on side-view 2D screens on which you're able to control up to four party members, or you can opt to plug in more controllers and assign each warrior to a friend. Either way, the combat system works like

a 2D fighter with combos that level up your Skills and summons. While this may sound complicated on paper, a little practice makes it second nature.

The game's strongest suit is ultimately its cast. There's the obligatory reluctant hero (Reid), his plucky love interest (Farah), and a cute, mysterious stranger (Meredy). Despite a somewhat generic plot, Namco's humorous and endearing dialogue makes the adventure a wonder to play. While the random battles happen a little too often and the vocal tracks can be bad at times, the characters truly make this a treasure for RPG fans.

► Francesca Reyes

PSM
FINAL SCORE

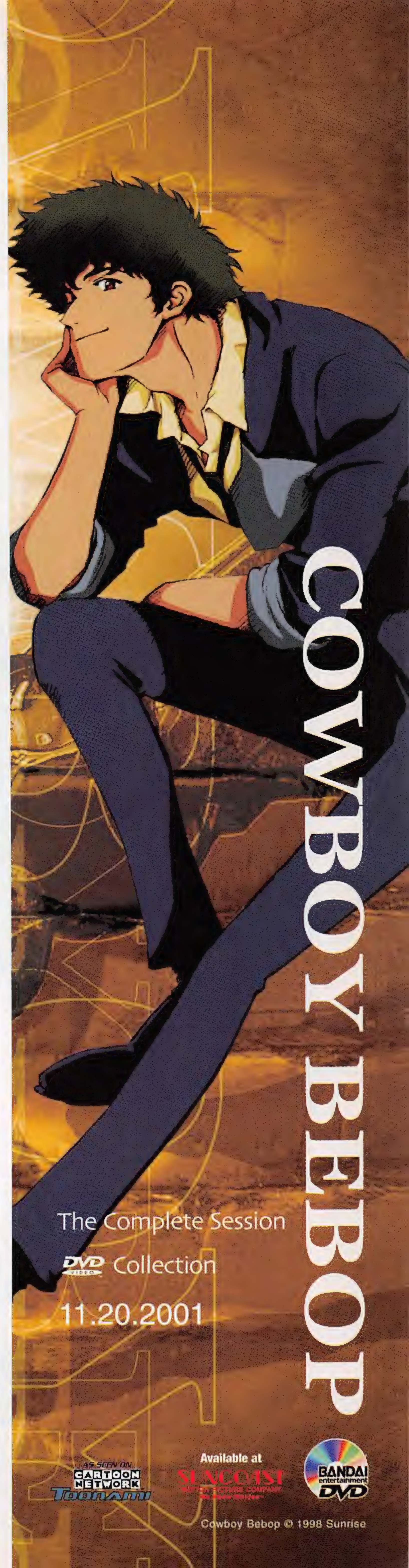
8
/10

VERY GOOD
 Even with its weaknesses, it's the little things that make *ToD2* such a memorable RPG after it's all said and done.

PSM
MUST-BUY



▲ Sidescrolling battles are a unique challenge, but the solid cast of characters and storyline make it a worthy struggle.



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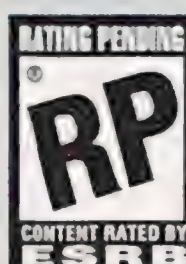
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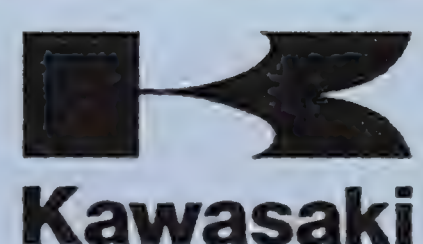
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SCOREBOARD

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CURRENT RELEASES

Iss #	Month	Game Name	Score	Genre	Publisher	Summary
49	Sep-01	Armored Core 2: Another Age	7	Action	Agetec	<i>Another Age</i> really doesn't offer players anything too new, but if you enjoyed AC2, you should probably pick up this one, too. Also, if you never had a chance to play AC2, and have some interest, check this one out.
49	Sep-01	City Crisis	6	Action	Take 2	Similar in many respects to <i>Crazy Taxi</i> , <i>City Crisis</i> offers more interesting play mechanics than Sega's creation, but unfortunately gets repetitive just about as fast.
49	Sep-01	EA Sports Rugby	7	Sports	EA Sports	Not as technically advanced as EA's best sports titles, but a lot of fun nonetheless, and a nice surprise for all you rugby fans out there. Now if we just knew what argy-bargy means...
49	Sep-01	Gallop Racer	5	Simulation	Tecmo	<i>Gallop Racer</i> is an interesting take on the Sim genre. While buying, breeding and racing horses can be involving, most gamers may find this one a bit slow-paced and difficult to be a permanent part of their libraries.
49	Sep-01	Gundam: Journey To Jaburo	4	Action	Bandai	While the story is quite entertaining, and the cut-scenes interesting and true to the anime, the gameplay is pretty horrible. <i>Journey To Jaburo</i> is recommended only for the most hardcore <i>Gundam</i> fanatics.
49	Sep-01	Le Mans 24 Hours	7	Racing	Infogrames	While a great racing experience in its own right, <i>Le Man 24 Hours</i> can't really compare to <i>GT3</i> in the visual or depth departments. True aficionados of speed will want to wait.
49	Sep-01	Nascar Heat 2002	7	Racing	Infogrames	With five different modes, colorful, detailed cars, a great replay feature (don't forget that Chassis Cam!) and plenty of racing action, <i>NASCAR Heat</i> is the one to beat. Y'all go buy it, you hear?
49	Sep-01	NBA Street	9	Sports	EA	<i>NBA Street</i> is the king of the genre. If you love arcade types of games, or basketball games, this will fit the bill.
49	Sep-01	NCAA Football 2002	9	Sports	EA Sports	This game plays just as good as the <i>Madden</i> franchise, but it looks even better in some respects.
49	Sep-01	Resident Evil Code: Veronica X	9	Horror	Capcom	While not as scary as some of the past games, <i>Code: Veronica X</i> is easily the most polished and impressive-looking.
49	Sep-01	Saiyuki: Journey West	8	RPG	Koei	An enjoyable (and mythologically correct) romp through Chinese legends in a charming strategy RPG with all the trimmings.
49	Sep-01	Stretch Panic	5	Action	Conspiracy	Don't let <i>Stretch Panic</i> seduce you into a purchase. If you must play it, please rent it first. Even <i>Treasure</i> fans may seriously want to consider whether this title is worth the cash.
49	Sep-01	Test Drive Off-Road — Wide Open	7	Racing	Infogrames	This third <i>Test Drive Off-Road</i> game is easily the best yet for the series. It looks great and plays well, although it can sometimes feel a little too confined for a "wide open" racing adventure.

HIGH SCORES

These are the games that you've **GOT** to get your hands on!

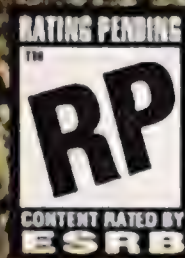
Iss.	Month	Game Name	Score	Genre	Publisher
47	July-01	Gran Turismo 3	10	Racing	Sony CEA
39	Nov-00	SSX (PS2)	10	Snowboard/Race	Electronic Arts
48	Aug-01	Twisted Metal Black	9	Car Combat	Sony
41	Jan-01	Breath of Fire IV (PS)	9	RPG	Capcom
40	Dec-00	DOA2: Hardcore (PS2)	9	Fighting	Tecmo
40	Dec-00	Final Fantasy IX (PS)	9	RPG	Square
42	Feb-01	Rayman Revolution (PS2)	9	Platformer	Ubi Soft
46	June-01	MDK 2: Armageddon (PS2)	9	FPS	Interplay
47	July-01	Klonoa 2: Lunatic's Veil	8	Platform	Namco
47	July-01	MTV Music Generator 2	8	Music	Codemasters
47	July-01	Red Faction	8	FPS	THQ
46	June-01	High Heat Baseball 2002 (PS2)	8	Baseball	3DO
46	June-01	Quake III Revolution (PS2)	8	FPS	EA
45	May-01	Dance Dance Revolution (PS)	8	Dance	Konami
44	Apr-01	Darkstone (PS)	8	RPG	Take 2
44	Apr-01	Fear Effect 2: Retro Helix (PS)	8	Adventure	Eidos
44	Apr-01	Ring Of Red (PS2)	8	Strategy	Konami
44	Apr-01	Shadow Of Destiny (PS2)	8	Adventure	Konami
43	Mar-01	ATV Offroad Fury (PS)	8	Racing	Sony CEA
43	Mar-01	Kengo: Master of Bushido (PS)	8	Fighting	Crave
43	Mar-01	Onimusha: Warlords (PS2)	8	Action	Capcom
41	Jan-01	Colin McRae Rally 2.0 (PS)	8	Racing	Codemasters
41	Jan-01	Moto Racer World Tour (PS)	8	Racing	Infogrames
40	Dec-00	FIFA 2001 (PS)	8	Sports/Soccer	EA Sports
40	Dec-00	FIFA 2001 (PS2)	8	Sports/Soccer	EA Sports

REVIEW BACKLOG

Iss.	Month	Game name	Score	Genre	Publisher	Iss.	Month	Game name	Score	Genre	Publisher
48	Aug-01	Alone In the Dark	8	Horror	Infogrames	43	Mar-01	Theme Park Coaster (PS2)	8	Sim	EA
48	Aug-01	Bloody Roar 3	7	Fighting	Activision	43	Mar-01	WDL (PS2)	4	Action	3DO
48	Aug-01	CART Fury	7	Racing	Midway	43	Mar-01	Onimusha: Warlords (PS2)	8	Action	Capcom
48	Aug-01	Dave Mirra: Maximum Remix	5	Sports	Acclaim	42	Feb-01	Acclaim Sports' HBO Boxing (PS)	5	Boxing	Acclaim
48	Aug-01	Escape From Monkey Island	7	Adventure	Lucas Arts	42	Feb-01	Blade (PS)	4	Action	Activision
48	Aug-01	Final Fantasy Chronicles	7	RPG	Square EA	42	Feb-01	Championship Surfer (PS)	8	Surfing	Mattel
48	Aug-01	Fur Fighters	6	Adventure	Acclaim	42	Feb-01	Driving Emotion Type-S (PS2)	4	Racing	Square EA
48	Aug-01	Motor Mayhem	8	Car Combat	Infogrames	42	Feb-01	Ducati World (PS)	5	Racing	Acclaim
48	Aug-01	MX 2002	7	Racing	THQ	42	Feb-01	King of Fighters '99 (PS)	8	Fighting	Agetec
48	Aug-01	Scariest Police Chases	6	Action	Activision	42	Feb-01	Lunar 2: Eternal Blue (PS)	8	RPG	Working
48	Aug-01	Twisted Metal Black	9	Car Combat	Sony	42	Feb-01	NCAA GameBreaker 2001 (PS2)	3	Football	989 Sports
47	July 01	Cool Boarders	6	Snowboard	Sony CEA	42	Feb-01	Persona 2: Eternal Punishment (PS)	7	RPG	Atlus
47	July 01	Crazy Taxi	6	Driving	Acclaim	42	Feb-01	Power Spike Pro Beach Volleyball	5	Sports	Infogrames
47	July 01	Dark Cloud	6	Action/RPG	Sony CEA	42	Feb-01	Rayman Revolution (PS2)	9	Platformer	Ubi Soft
47	July 01	Gauntlet: Dark Legacy	8	Action	Midway	42	Feb-01	RC Revenge Pro (PS2)	5	Racing	Acclaim
47	July 01	Gran Turismo 3	10	Racing	Sony CEA	42	Feb-01	Real Pool (PS2)	7	Billiards	Infogrames
47	July 01	Heroes Of Might And Magic	7	Strategy	3DO	42	Feb-01	Star Wars: Demolition (PS2)	5	Car Combat	LucasArts
47	July 01	Klonoa 2: Lunatea's Veil	8	Platform	Namco	42	Feb-01	Super Bust-A-Move (PS2)	8	Puzzle	Acclaim
47	July 01	MLB 2002	3	Baseball	989 Studios	41	Jan-01	Army Men: Air Attack 2 (PS)	5	Action	3DO
47	July 01	MTV Music Generator 2	8	Music	Codemasters	41	Jan-01	Army Men: Sarge's Heroes 2 (PS)	5	Action	3DO
47	July 01	Red Faction	8	FPS	THQ	41	Jan-01	Breath of Fire IV (PS)	9	RPG	Capcom
47	July 01	Star Wars: Bombad Racing	4	Kart Racing	Lucas Lrng	41	Jan-01	Colin McRae Rally 2.0 (PS)	8	Racing	Codemasters
47	July 01	The Simpsons Wrestling	2	Wrestling	Activision	41	Jan-01	Cool Boarders 2001 (PS)	4	Snowboarding	Sony CEA
47	July 01	Tokyo Xtreme Racer O	7	Racing	Crave	41	Jan-01	Driver 2 (PS)	6	Racing/Action	Infogrames
46	June-01	Aladdin In Nasira's Revenge (PS)	6	Platform	Sony CEA	41	Jan-01	ESPN X Games Snowboarding (PS2)	7	Snowboarding	Konami
46	June-01	All Star Baseball 2002 (PS2)	3	Baseball	Acclaim	41	Jan-01	Gundam Battle Assault (PS)	4	Fighting	Bandai
46	June-01	Army Men: Green Rogue (PS2)	4	Action	3DO	41	Jan-01	Harvest Moon: Back to Nature (PS)	7	Simulation	Natsume
46	June-01	Army Men: Sarge's Heroes 2 (PS2)	4	Action	3DO	41	Jan-01	Moto Racer World Tour (PS)	8	Racing	Infogrames
46	June-01	Army Men 2: Air Attack (PS2)	6	Action	3DO	41	Jan-01	MTV Pure Ride (PS)	6	Snowboarding	THQ
46	June-01	ESPN MLS Extratime (PS2)	4	Soccer	Konami	41	Jan-01	NASCAR 2001 (PS2)	4	Racing	EA Sports
46	June-01	ESPN National Hockey Night (PS2)	4	Hockey	Konami	41	Jan-01	NBA Live 2001 (PS)	7	Sports	EA Sports
46	June-01	ESPN NBA 2night (PS2)	6	Basketball	Konami	41	Jan-01	NBA Shootout 2001 (PS)	4	Sports	Sony CEA
46	June-01	High Heat Baseball 2002 (PS2)	8	Baseball	3DO	41	Jan-01	Ready 2 Rumble 2 (PS2)	6	Boxing	Midway
46	June-01	Mat Hoffman's Pro BMX (PS)	7	Sports	Activision	41	Jan-01	Silent Scope (PS2)	7	Shooter	Konami
46	June-01	Quake III Revolution (PS2)	8	FPS	EA	41	Jan-01	Silpheed (PS2)	6	Shooter	Working Designs
46	June-01	Rainbow Six: Rogue Spear (PS)	6	Action	Red Storm	41	Jan-01	Sky Odyssey (PS2)	7	Flying	Activision
46	June-01	Rumble Racing (PS2)	7	Racing	EA Games	41	Jan-01	Surfing H3O (PS2)	6	Surfing	Rockstar
46	June-01	Time Crisis: Project Titan (PS)	7	Lightgun	Namco	41	Jan-01	Tomb Raider: Chronicles (PS)	7	Action/Adventure	Eidos Interactive
46	June-01	Triple Play Baseball (PS2)	7	Baseball	EA Sports	41	Jan-01	Top Gear Dare Devil (PS2)	6	Racing	Kemco
45	May-01	4X4 Evolution (PS2)	5	Racing	G.O.D.	41	Jan-01	Torneko: The Last Hope (PS)	1	Action/RPG	Enix
45	May-01	Army Men: Final Front (PS)	3	Action	3DO	41	Jan-01	Ultimate Fighting Championship (PS)	2	Fighting	Crave
45	May-01	Dance Dance Revolution (PS)	8	Dance	Konami	40	Dec-00	Crash Bash (PS)	6	Party Game	Sony CEA
45	May-01	F 1 Racing Championship (PS2)	6	Racing	Ubi Soft	40	Dec-00	DOA2: Hardcore (PS2)	9	Fighting	Tecmo
45	May-01	High Heat MLB 2002 (PS)	7	Baseball	3DO	40	Dec-00	Fantavision (PS2)	6	Puzzle	Sony CEA
45	May-01	Metal Slug X (PS)	7	Shooter	Agetec	40	Dec-00	ESPN Int'l Track and Field (PS2)	7	Sports	Konami
45	May-01	NBA Hoopz (PS2)	4	Basketball	Midway	40	Dec-00	FIFA 2001 (PS)	8	Sports/Soccer	EA Sports
45	May-01	NBA Shootout 2001 (PS2)	5	Basketball	Sony CEA	40	Dec-00	FIFA 2001 (PS2)	8	Sports/Soccer	EA Sports
45	May-01	Point Blank 3 (PS)	7	Light gun	Namco	40	Dec-00	Final Fantasy IX (PS)	9	RPG	Square
45	May-01	Strikers 1945 (PS)	6	Shooter	Agetec	40	Dec-00	Gameday 2001 (PS2)	2	Sports/Football	Sony CEA
45	May-01	Tiger Woods PGA Tour 2001 (PS2)	7	Golf	EA	40	Dec-00	Gradius III & IV (PS2)	5	Shooter	Konami
45	May-01	Triple Play Baseball (PS)	7	Baseball	EA Sports	40	Dec-00	Gungriffon Blaze (PS2)	7	Action	Working Designs
45	May-01	Unison (PS2)	7	Dancing	Tecmo	40	Dec-00	Knockout Kings 2001 (PS)	5	Sports/Boxing	Electronic Arts
45	May-01	Vanishing Point (PS)	7	Racing	Acclaim	40	Dec-00	Midnight Club (PS2)	8	Racing	Rockstar
45	May-01	Warriors Of Might & Magic (PS2)	2	Action	3DO	40	Dec-00	Mike Tyson Boxing (PS)	8	Sports/Boxing	Codemasters
44	Apr-01	Bowling (PS)	6	Sports	A1 Games	40	Dec-00	MOH: Underground (PS)	8	1st Person Shooter	Electronic Arts
44	Apr-01	Darkstone (PS)	8	RPG	Take 2	40	Dec-00	Moto GP (PS2)	6	Racing	Namco
44	Apr-01	Fear Effect 2: Retro Helix (PS)	8	Adventure	Eidos	40	Dec-00	NHL 2001 (PS)	7	Sports/Ice Hockey	Electronic Arts
44	Apr-01	NBA Hoopz (PS)	4	Sports	Midway	40	Dec-00	NHL 2001 (PS2)	6	Sports/Ice Hockey	Electronic Arts
44	Apr-01	Oni (PS2)	5	Action	RockStar	40	Dec-00	Orphen: Scion of Sorcery (PS2)	5	Action/Adventure	Activision
44	Apr-01	Puzzle Star Sweep (PS)	8	Puzzle	A1 Games	40	Dec-00	Ray Crisis (PS)	5	Shooter	Taito
44	Apr-01	Racing (PS)	2	Racing	Agetec	40	Dec-00	Spyro: Year of the Dragon (PS)	9	Platform	Sony
44	Apr-01	Ring Of Red (PS2)	8	Strategy	Konami	40	Dec-00	Summoner (PS2)	8	RPG	THQ
44	Apr-01	Shadow Of Destiny (PS2)	8	Adventure	Konami	40	Dec-00	The World is Not Enough (PS)	6	First Person Shooter	Electronic Arts
44	Apr-01	Starfighter Sanvein (PS)	4	Shooter	A1 Games	40	Dec-00	Timesplitters (PS2)	7	First Person Shooter	Eidos Interactive
44	Apr-01	Star Wars: Starfighter (PS2)	8	Action	LucasArts	40	Dec-00	Unreal Tournament (PS2)	8	First Person Shooter	Infogrames
44	Apr-01	Winback: Covert Operations (PS2)	7	Action	Koei	40	Dec-00	WCW Backstage Assault (PS)	6	Wrestling	Electronic Arts
43	Mar-01	Adv. of Cookie & Cream (PS)	7	Action	Agetec	40	Dec-00	Wild Wild Racing (PS2)	5	Racing	Interplay
43	Mar-01	Aqua Aqua (PS2)	7	Puzzle	3DO	40	Dec-00	WWF Smackdown! 2 (PS)	8	Wrestling	THQ
43	Mar-01	ATV Offroad Fury (PS)	8	Racing	Sony CEA	39	Nov-00	Alien Resurrection (PS)	7	First Person Shooter	Fox Interactive
43	Mar-01	The Bouncer (PS2)	4	Fighting	Square EA	39	Nov-00	Armored Core 2 (PS2)	8	Action	Agetec
43	Mar-01	Donald Duck: Quackers (PS)	6	Platform	UbiSoft	39	Nov-00	Bomberman Party Edition (PS)	6	Action	Hudson
43	Mar-01	F1 2000 (PS)	7	Racing	EA Sports	39	Nov-00	Destruction Derby Raw (PS)	5	Action/Racing	Midway
43	Mar-01	Kengo: Master of Bushido (PS)	8	Fighting	Crave	39	Nov-00	Dino Crisis 2 (PS)	6	Action	Capcom
43	Mar-01	Knockout Kings 2001 (PS2)	7	Boxing	EA	39	Nov-00	Dragon Valor (PS)	7	Action	Namco
43	Mar-01	NBA Live 2001 (PS)	7	Sports	EA Sports	39	Nov-00	Dynasty Warriors 2 (PS2)	6	Strategy/Action	Koei
43	Mar-01	NCAA Final Four 2001	5	Sports	Sony CEA	39	Nov-00	Eternal Ring (PS2)	5	Action/RPG	Agetec

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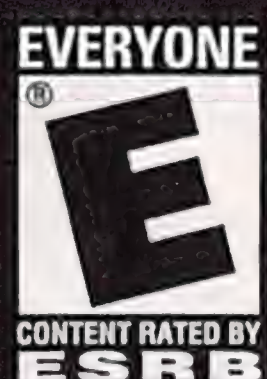
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In-game music by



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We grab our board and hit the slopes for the world's first **FULL** look at...

SSX TRICKY



▲ The redesigned courses and smarter opponents will help make *Tricky* more challenging than *SSX*.

Publisher: Electronic Arts
Developer: EA Canada
Type: Snowboarding
of players: 1-2
ESRB: Everyone
Percent Complete: 60%
Release Date: November

To say that the original *SSX* caught us by surprise would be the understatement of the year. Sure, the early version we played was kind of buggy at the time, but it still showed an amazing amount of potential. Even in its early state, it was easy to see that the game was going to be something special. When *SSX* hit stores at the PlayStation 2's U.S. launch, gamers were blown away. The game even earned a perfect 10 score from PSM — just to put things into perspective, to date only two other PS2 games have ever

received our top score. So when Electronic Arts called us up recently and asked "Wanna check out *SSX Tricky*?", we were at their offices before the phone hit the floor.

Once inside EA's HQ, I sat myself down in front of the game and grilled the team on what makes *Tricky* so special, and why fans of the first *SSX* should get excited. After a few hours of intense *Tricky* boot camp, I pulled myself away from the controller and headed back to the PSM offices, where I could stick it in everyone's face that I played the game.

GETTIN' TRICKY WITH IT

They say that time changes everything, and that's certainly the case with *SSX Tricky*. It's only been one year since we first took to the slopes of the *SSX* World Circuit, but boy, have things changed. The racing locales retain a familiar look, but a further inspection reveals a ton of new additions and refinements. It looks like the course designers have been working non-stop to create an even crazier racing experience, full of (continued on pg. 46 ►)

TRICKIN' OUT WITH SSX'S PRODUCER

To get the full scoop on the PS2 version of *SSX Tricky*, we sat down with the game's Producer, Larry LaPierre. He's been at EA Canada for over four years, heading up the original *SSX* and the PlayStation conversion of the PC hit, *Diablo*. Before that, he worked as a government spy. He promised not to hurt us if we didn't ask *too* many questions...

PSM: *SSX* came out of nowhere and just blew people away. What do you think made it the smash hit that it is?

LL: There is no doubt that being a launch title created an advantageous circumstance and helped contribute to the success of *SSX*, but when you get down to it, that wouldn't have done any good if the game hadn't been so fun and addictive to play. The fact that it kind of came from nowhere made it that much more unusual.

PSM: How did *SSX Tricky* come about? Do you consider it a true sequel or just a "revisiting" of the first game?

LL: *SSX Tricky* is a full sequel. Early in our preproduction for *Tricky*, we considered making it more of an "enhanced" version of the first game due to the size of our team and the time. As we evaluated where we wanted to focus our efforts for the sequel, it became evident that we had some really cool improvements that we could do if we had more resources. So we got the resources to do the game at a level that we were happy with calling it a sequel.

PSM: What sort of things were you not able to include in *SSX*, but are now including in *Tricky*?

LL: Anytime you set out to make a new game, you inevitably design something that ends up being beyond the scope of time you have to get it done. So, you identify the most important "core" elements and focus on them. As you then approach sequeling, you re-evaluate those additional layers to determine if they still add value. In the case of *SSX Tricky*, we wanted to deliver a trick experience as strong as our race experience, and at the same time make some core improvements to our race experience through additions like the dynamic aggression reactions. (page 47 ►)

additional paths and shortcuts. Most of the tracks have been widened, so jockeying for position plays a much greater role. Plus, the higher number of banks allows the characters to pick up speed much faster, and more often.

You'll also find a far greater number of trick initiators (such as ramps and rails, along with some new surprises), so that stylish players will have plenty of good opportunities to showcase their skills. Even if you've mastered the first game, *SSX Tricky* will throw enough new stuff your way to provide an improved challenge.

EVEN TRICKIER THAN BEFORE

Despite the first game's long list of tricks and countless places to perform aerial stunts, it was originally designed as a pure racing experience. The tricks were just thrown into the mix in order to add a little more depth to the gameplay. With *Tricky* however, the racing aspect is still very much there, but there's definitely a larger focus on hitting the ramps and showing off.

There are now 75(!) different tricks that can be performed, 25 of which are the newly-designed "Uber" tricks. These "quasi-realistic" tricks are way

crazier than the normal stunts, and can only be performed when the adrenaline meter is maxed out. When you pull off an Uber Trick, you'll earn a letter. Spell out "T-R-I-C-K-Y" and you'll be able to pull off a bonus trick that will permanently max out your adrenaline meter, giving you an unlimited amount of speed boost.

FILLIN' THE DVD WITH GOODNESS

The original working title for *SSX Tricky* was *SSX: DVD*, and that wasn't just to reflect the change in storage medium. EA is taking a cue from all of the feature-loaded DVD movies out there and adding in tons of cool bonus stuff to the game, via a very flashy "3D" interface. You can expect plenty of behind-the-scenes segments, and there's even going to be special footage of the voice recording sessions for the characters. Unfortunately, we're sworn to secrecy as to the identities of the actors voicing the different roles, but you can check out our previous previews for some good guesses.

Along with the improved interface and bonus additions, a lot of time is being spend on the sound effects

and music tracks.

Mix Master Mike (who worked with the Beastie Boys on their last album) makes a return from the first *SSX* to provide exclusive mixes of some of the most popular electronica songs. He's joined by Aphrodite and The Plump DJs, who are looking to add their own personal styles into the mix.

Those of you with surround systems will want to crank them up since the game supports Dolby Digital 5.1 audio. It should really put you right into the middle of the action. The developers even took it one step further and will also be including true on-the-fly DTS mixing for both audio and sound effects. *Tricky* will be the very first game to utilize this proprietary technology, and you can expect to see other EA sports titles taking advantage of it soon.

What this means is that both sound and music are going to play a more pivotal role in the *SSX* experience, much more so than in the first game.



▲ While it's impossible to see in these screenshots, the resolution of the game has been increased and the characters move more smoothly.

▲▼ With the more responsive controls, tricks should be even easier to pull off.

NEW COURSES AND CHARACTERS

For a lot of game developers, all of those previous changes would be more than enough to warrant a sequel. However, for the guys and gals at EA Canada, more was needed. They decided to include two completely new courses (Garibaldi and Alaska), and to switch around the cast of characters. Six new competitors have signed on for their first season, eager to strut their stuff, while two of the former stars (Jurgen and Hiro) are sitting out due to their post-season injuries. Hopefully, this rearrangement will allow for a far greater variety in the characters' styles.

As for the two new tracks, they're basically two different extremes. Garibaldi is the new first course and is easily handled by boarders of all experience levels. There aren't really any sharp turns or major jumps, so it's a great place to learn the basics behind the game. Alaska, on the other hand, is

GETTING MORE AGGRESSIVE

Like in the first game, you can knock people down by using the right analog stick to punch. Beat on 'em too much though, and they'll forget the race and focus on trying to get revenge on you!



▲ It's not very nice, but punching over your opponents may mean the difference between winning and losing a race.



▲ In *SSX Tricky*, you get extra turbo for knocking people down. Now though, they'll get up and come back after you!

at the opposite side of the spectrum and promises to deliver the scariest, edge-of-your-board race yet. You'll come across near full-vertical sections of the course connected to countless other major cliff drops. One mistake and you're in for a world of hurt. Needless to say, Alaska is going to be one of the later tracks and is catered towards the more experienced player.

There's also going to be special "Showoff" trick versions of each of the nine courses, which pretty much guarantees that this game is going to take months to truly master. So, don't you worry about the replay value.

AS GOOD AS IT GETS

Now that you know about all of the core elements that are going to make up the *SSX Tricky*, you can probably see why we're so excited about the game. It's shaping up to be much more than just a "me-too" sequel. There's lots



▲ While it uses the old *SSX* engine, *Tricky* runs at a higher resolution and frame rate.



▲ The original characters, like Elise here, are sporting new looks this season.

more depth and challenge to be had in this second season, and tons of new shortcuts to discover. And because of that, we have to assume that the game will (continued on pg. 48 ►)

EVEN MORE PERSONALITY

In an attempt to make the characters feel as real as possible, the developers gave each of them very distinct personalities and racing styles. They're also going to be voiced by different, famous Hollywood actors and actresses. At the starting line, you'll see the competitors actually taunting each other via in-game cinemas.



▲ Eddie gives Luther a piece of his mind and reminds him that he's the master of this course. Is it just us, or are the new characters pretty damn goofy looking?

▼ Just like in the first game, fireworks will shoot off at certain track locations and make you feel all cool inside.



PSM: What are the major new features that you will be adding to make *Tricky* an even better game than *SSX*? Can you talk about the different modes that will be in the game?

LL: The types of modes pretty much remain the same, except that we've added a trick tutorial mode that will do a much more effective job of teaching people how to do tricks, specifically the tricks in the Trick Book. The real changes come primarily within the modes themselves. Showoff mode has a new trick combo system for combo bonus points, a big air bonus, the addition of over-the-top Uber Tricks, as well as some unique character-specific unlockable ones. It has all new ramps, kickers, rails and pipes on the courses to create a much more gratifying showoff environment. The adrenaline bar has been modified to provide a reward mechanism for filling it full. Improved railslide physics and animations create a much better rail trick. The Race mode is improved through increased motivation for combat (fill the adrenaline bar full), better race AI that keeps the other riders more interactive with you; a dynamic aggression system that changes from race to race and is based on how aggressive you are against the other riders; and an additional "invincible" powerup that sends other riders flying away when you bump them.

PSM: Have there been any dramatic changes made to the game engine?

LL: If we felt there were any dramatic problems with the core engine, we would be changing them. But we don't feel that is the case, so most of what we have done with *SSX Tricky* is in addition to what was already there.

PSM: Will there be any major changes with the visuals or sound? Were you able to enhance the graphics at all?

LL: I'll touch on two of the main improvements in this area. We have managed to create volumetric fog for use as high altitude clouds you go through and low level fog in canyons — it's really awesome. We are also using a higher screen resolution for *SSX Tricky*. We also have DTS surround working and we plan on being the first PlayStation 2 game to ship with it. It sounds phenomenal.

(Continued on page 48 ►)



▲ New characters, like Seeiah here, take the place of the unloved Hiro and Jorgen.



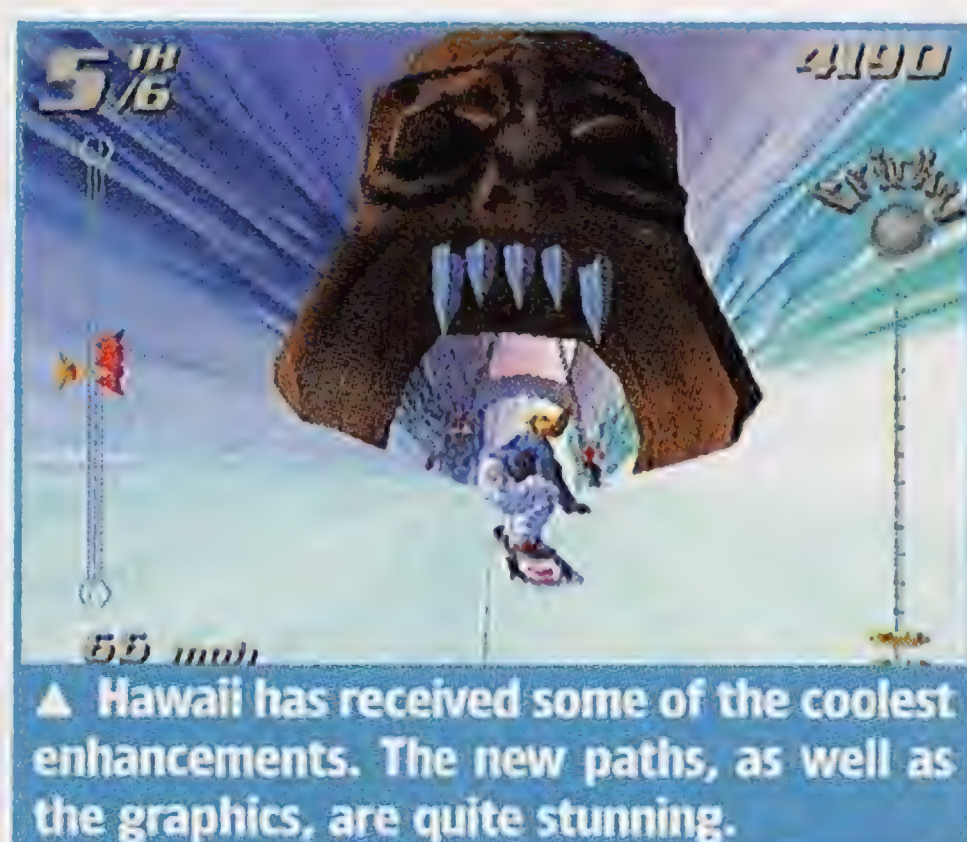
▲ This time the tracks have been designed with a bigger focus on doing more crazy tricks. The courses are built for maximum speed, to make those big-air combos possible.

▼ Think the tricks from SSX were cool? Just wait until you see all the new Uber Tricks!



COOLER COURSES

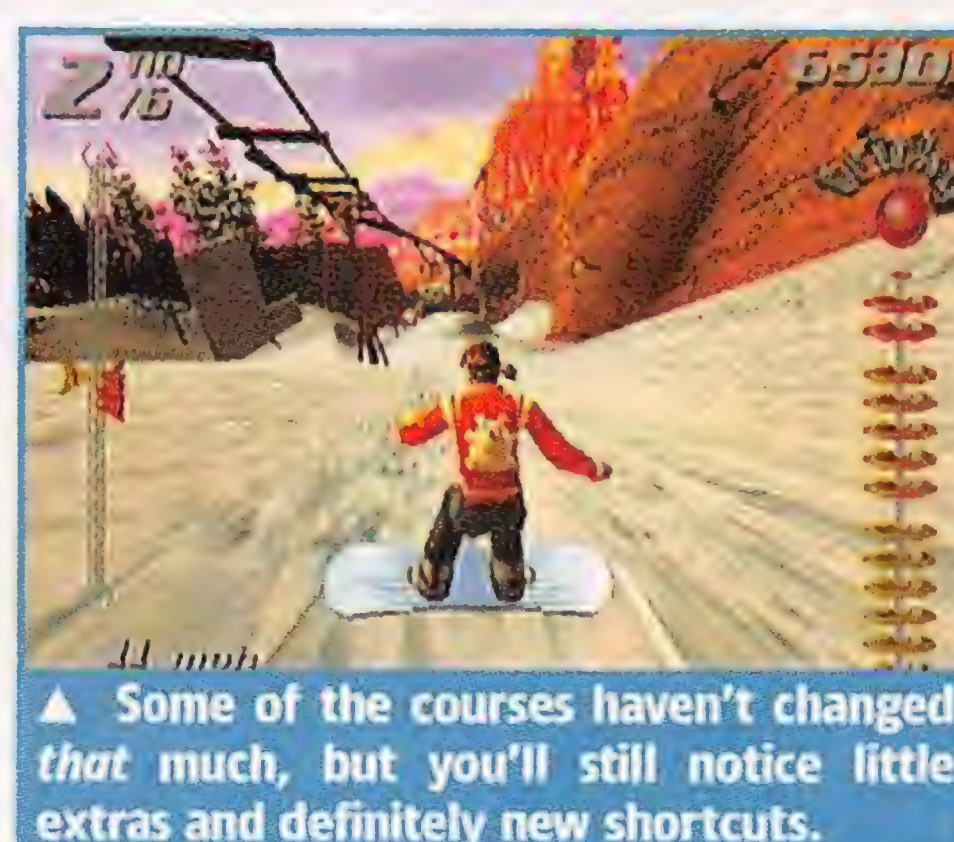
Tricky may only add two completely new courses, but the old tracks have dramatic new looks and various extra paths to take.



▲ Hawaii has received some of the coolest enhancements. The new paths, as well as the graphics, are quite stunning.



▲ The graphics in Snowdream have been seriously improved. The bright neon lights and large moon add even more flash.



▲ Some of the courses haven't changed that much, but you'll still notice little extras and definitely new shortcuts.

"We simply CAN NOT wait to get our hands on a final copy – we're cold sweatin' just thinking about it!"

appeal to an even broader audience than its predecessor. Plus, you have to consider that when the first SSX came out the series was unknown, and the PS2 was new. Now that a huge number of people have systems and

have seen how great the first game was, *Tricky* should fly off the shelves. As for us, we simply CAN NOT wait to get our hands on a final copy — we're cold sweatin' just thinking about it!

► **Stephen Frost**

the BUZZ

Redesigned courses, cooler tricks and a ton of amazing additions should help *Tricky* win over fans of the original, plus loads more.

ALL TRICKED OUT

Tricky will offer a ton of new tricks, in addition to all of your old favorites. Just like before, putting on a good show will give you more boost and a better chance at filling your Tricky meter.



▲ Along with the standard grabs and flips, *Tricky* showcases tons of new stunts, as well. You can see what they look like in the trick book and learn how to do them in the newly included tutorial.

PSM: When did the development of *SSX Tricky* begin? How many people are involved in the project?

LL: Development started last January. We have a larger team this year, primarily due to the sheer number of titles that we are doing.

PSM: It looks like the trick system in *Tricky* has been changed quite a bit. Can you give us a general overview of how it works now? Are there a greater number of tricks this time?

LL: I'm not sure I would say that it has changed that much. The trick system is made up of many different parts. I'll touch on a few key things. The addition of Uber Tricks increases the total number of unique tricks, and the new combo system makes for some cool strings of tricks.

PSM: How many playable characters are there, and why was the decision made to take some of the old characters and replace them with new ones?

LL: There will be 12 playable characters. The two characters that didn't make it back for this season got injured at the end of last year.

PSM: Er, okay... *SSX Tricky* is set to appear on PS2, Xbox and Gamecube. What are your thoughts on the different consoles, and how will the game differ from console to console?

LL: There will be differences in *SSX Tricky* between all the platforms, but for the most part, they will be pretty subtle compared to the differences we are familiar with between N64 and PSone titles. We have coded the game to have all of the same features and effects. Where the differences come into play is when we look at how much of a particular effect we can have on any one platform. We are still working on determining how dramatic the differences might end up being.

PSM: Can we expect to see a new *SSX* title come out every year?

LL: We are sequencing *SSX* with *SSX Tricky* this quickly because we were in a position to do it and have it be a meaningful sequel. In the future, we will likely not sequel it every year; rather, we will look to work on other new properties that are in some way similar to *SSX* and *SSX Tricky*.

PSM: Any last thoughts on *Tricky*?

LL: We'd just like to say that we hope everyone enjoys the sequel every bit as much as the original!





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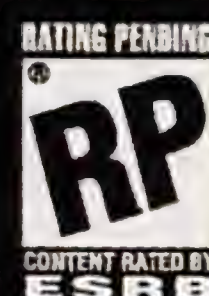
決戦

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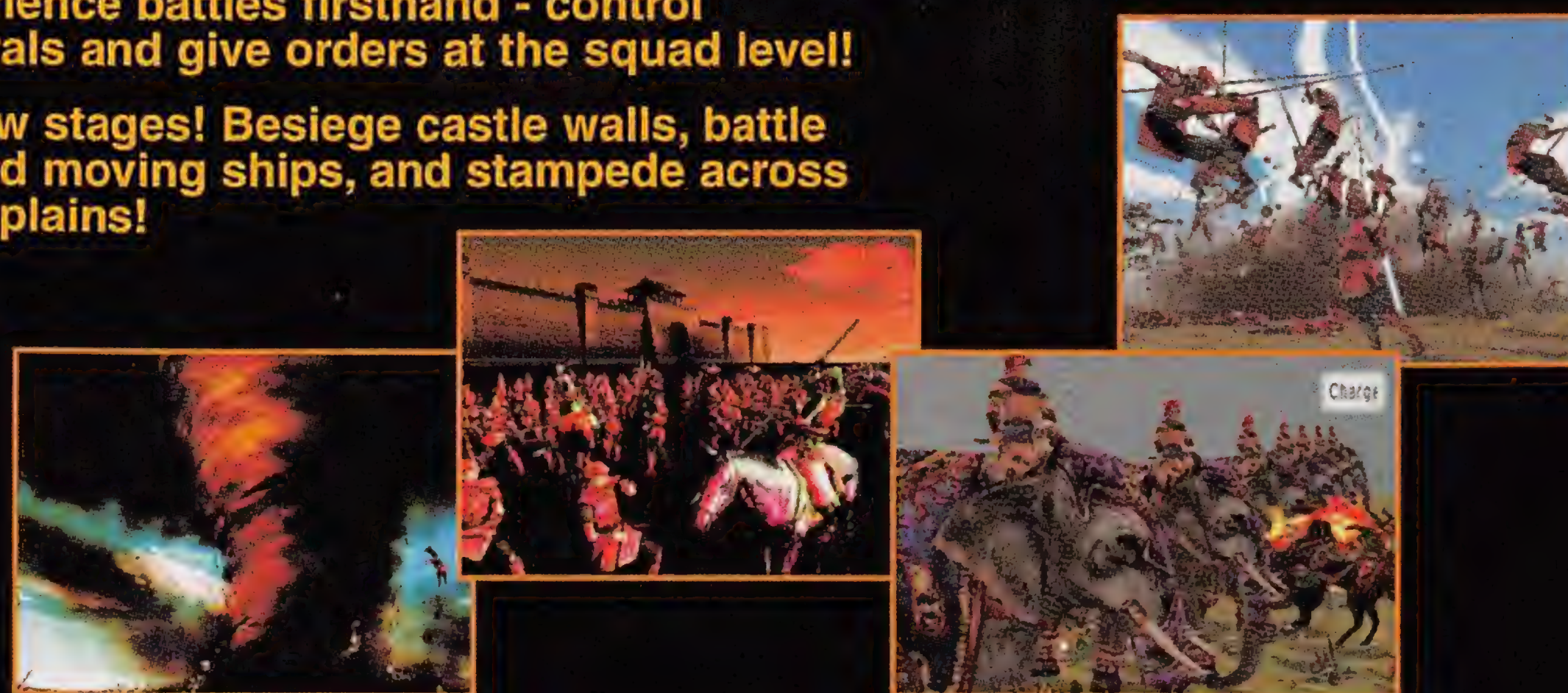
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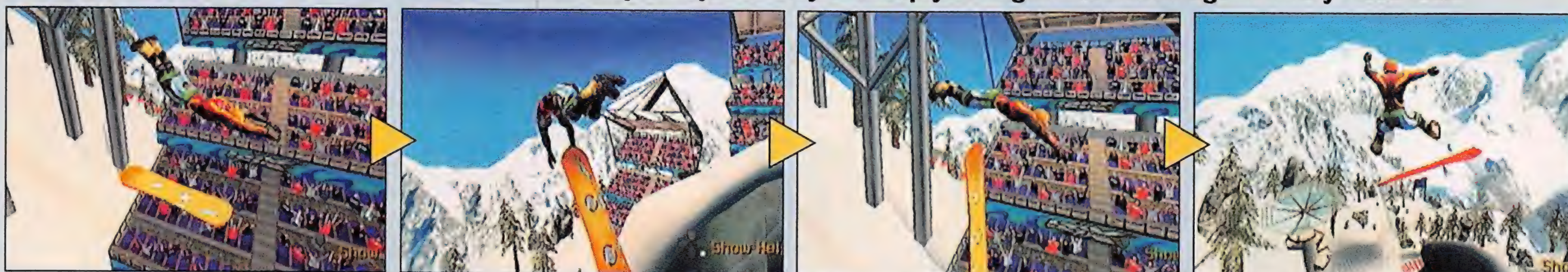
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UBER TRICKS: THE NEW ADDITION TO SSX

Probably the biggest addition to *SSX Tricky* are the new Uber tricks. Consider them over-the-top stunts that you can only perform when your adrenaline bar is filled up. Not only are they extremely flashy, but they can help you to gain the advantage in a very close race.

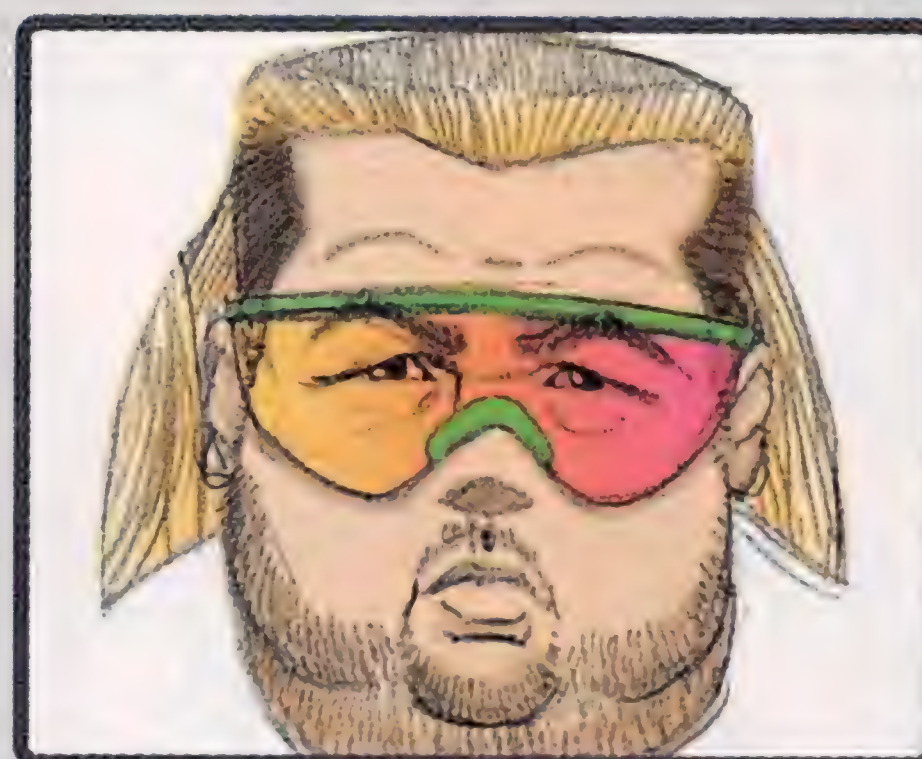


NEW YEAR, NEW RIDERS

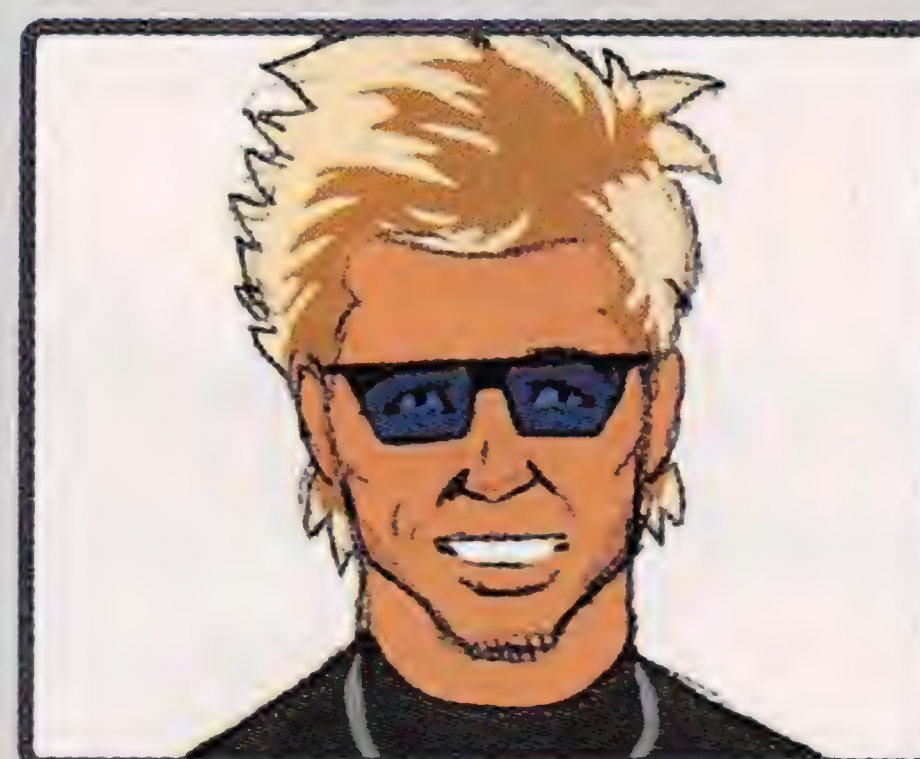
While two of the former *SSX* competitors have had to sit out with injuries this second season (Hiro and Jurgen), six new ones have come in to replace them. They're certainly a colorful group of characters...



EDWARD WACHOWSKI A complete goofball, Eddie (aka "The Kid") is a master of trivia and seems to be stuck in the 70's.



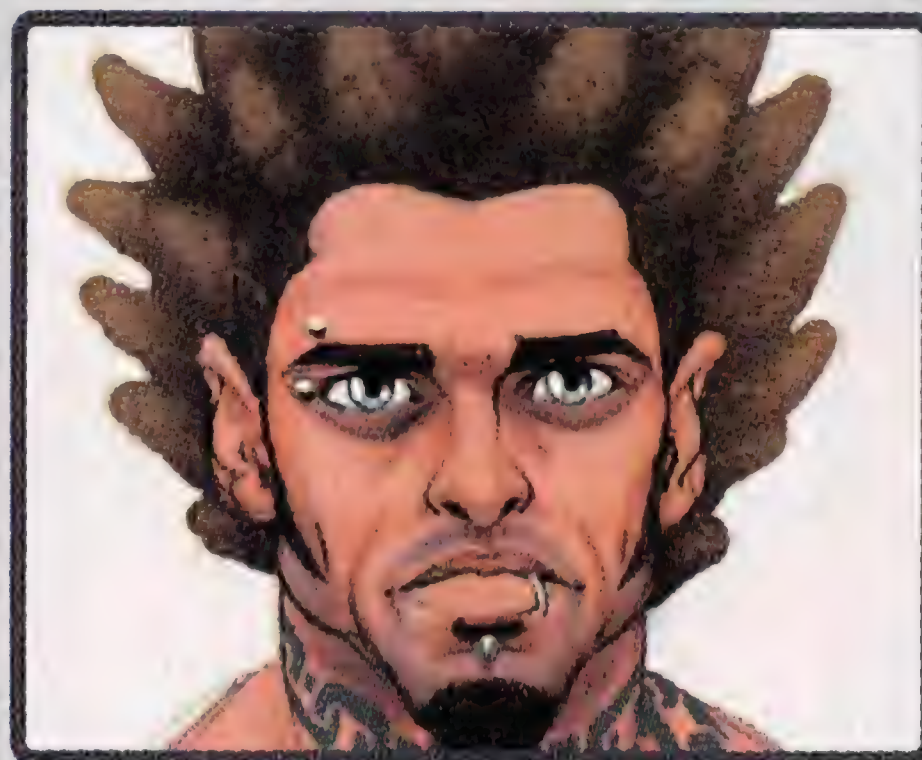
LUTHER-DWAYNE GRADY Luther is one of those guys that's so big that nothing hurts him. It's amazing he can snowboard.



BRODERICK CASE A surfer dude, Brodi respects nature in a big way and actually has a master's degree in Marine Science.



MARISOL DIEZ DELGADO A big flirt, Marisol loves partying with her friends all night long. She also has a volatile temper.



PSYMON STARK A rather erratic snowboarder, Psymon seems to have the ability to unnerve all of his opponents.



SEEIAH OWENS Fun-loving and confident, Seeiah has a strong taste for both music and fashion. She's very East Coast.

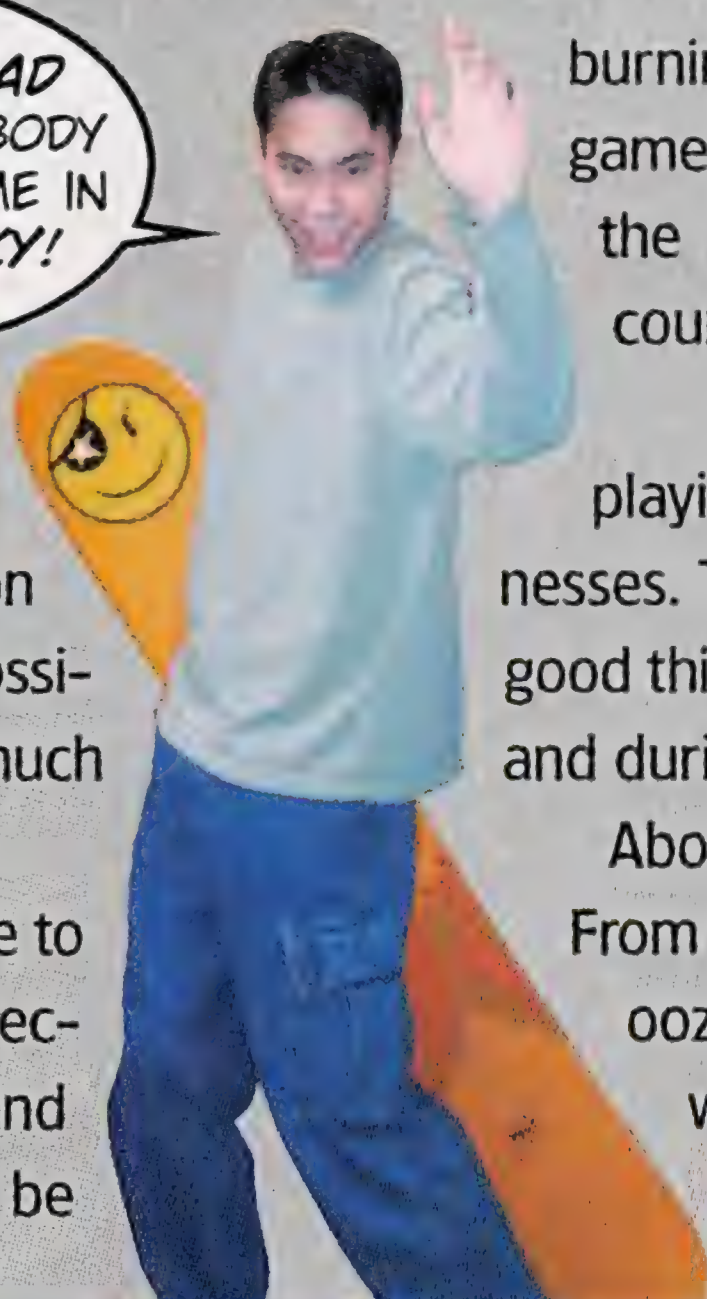
SSX TRICKY: MY FIRST IMPRESSIONS

Having had the pleasure of playing an early version of *SSX Tricky*, I thought I would go ahead and share some of my thoughts

with you readers. To start with, I can honestly say that fans of the original game will certainly have no problems falling in love with this sequel. The game already controls better than *SSX* and the course designs I saw were simply brilliant. Unfortunately, the version I played wasn't very balanced, so winning races was pretty much impossible. The developers promised me that the finished product will be much fairer, yet still provide a nice challenge to boarders of all skill levels.

For the most part, the courses have all had significant changes made to them — a few, like Tokyo Megaplex, are so different that they're barely recognizable. They've all been enhanced with new routes, shortcuts and plenty of trick initiators. Even masters of the first *SSX* are going to be

WITH MY MAD SKILLS, NOBODY CAN TOUCH ME IN SSX TRICKY!



burning the midnight oil trying to uncover all of the extras that this game has to offer. For me, the biggest fun of *SSX* was discovering all the shortcuts, so I'm looking forward to seeing how creative the course designers are going to get in *Tricky*.

I also liked *most* of the new character designs, and I'll enjoy playing with all of them to see their different strengths and weaknesses. The fact that there's more interaction between the boarders is a good thing, too. They insult and taunt each other at the start of the races and during them, which makes the game feel so much more immersive.

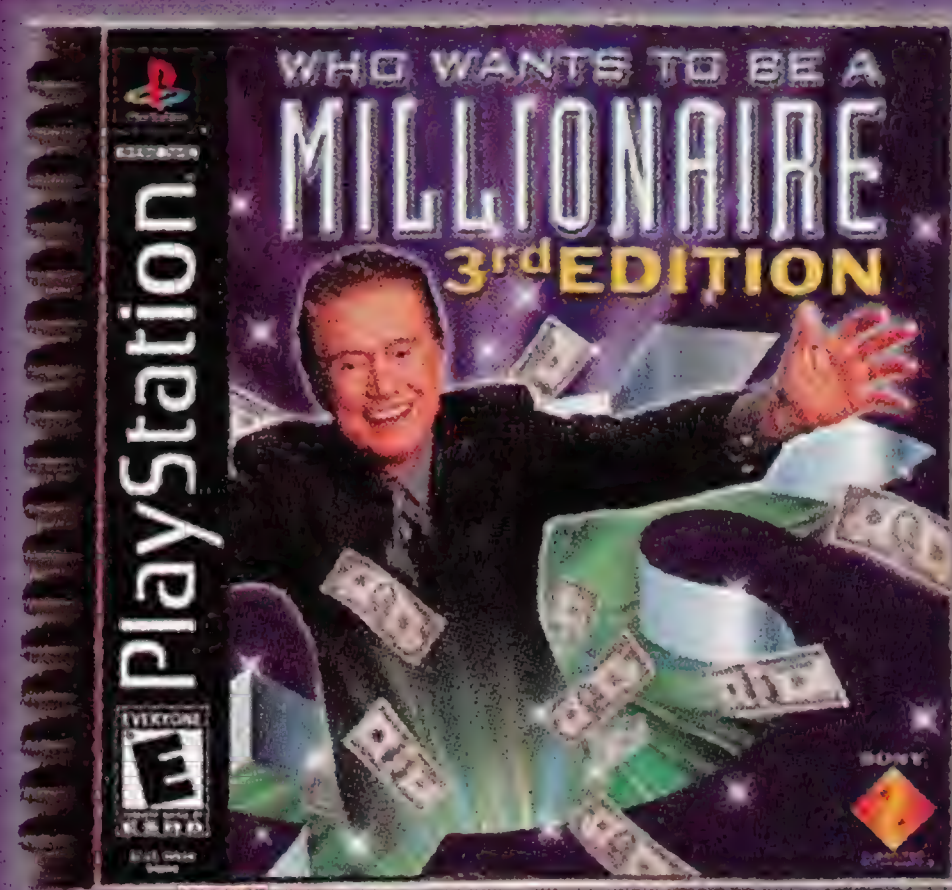
Above all, I'm most impressed with the presentation of the game. From the bumpin' soundtrack to the new 3D interface, *SSX Tricky* just oozes coolness. The DTS surround effects don't hurt, either. I can't wait to run the finished game through my home theater system.

Now *that's* what gaming is all about! ► **Stephen Frost**

WHO WANTS TO BE A

sit-at-home contestant who faces mind bending questions, orders in Chinese food and then, while taking a bathroom break to ponder the advantages of certain lifelines over others, realizes that you could always just push pause and look up the answer on the Internet, but knows that because you're at home, there's no need to worry about making a fool of yourself on national TV and besides, just like on the actual show, you really don't stand a chance of ever becoming a

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TO
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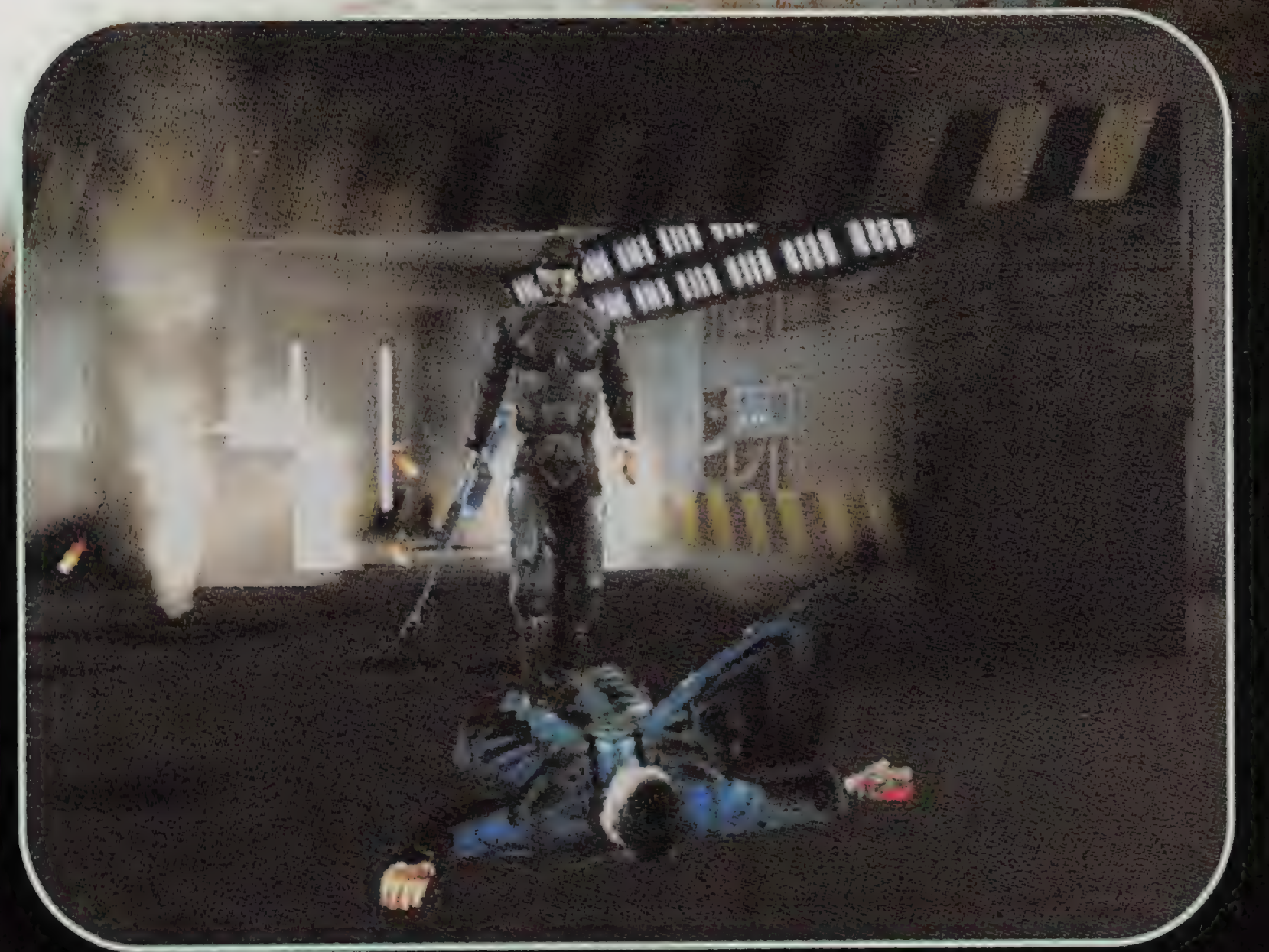
Animated Blood
Animated Violence



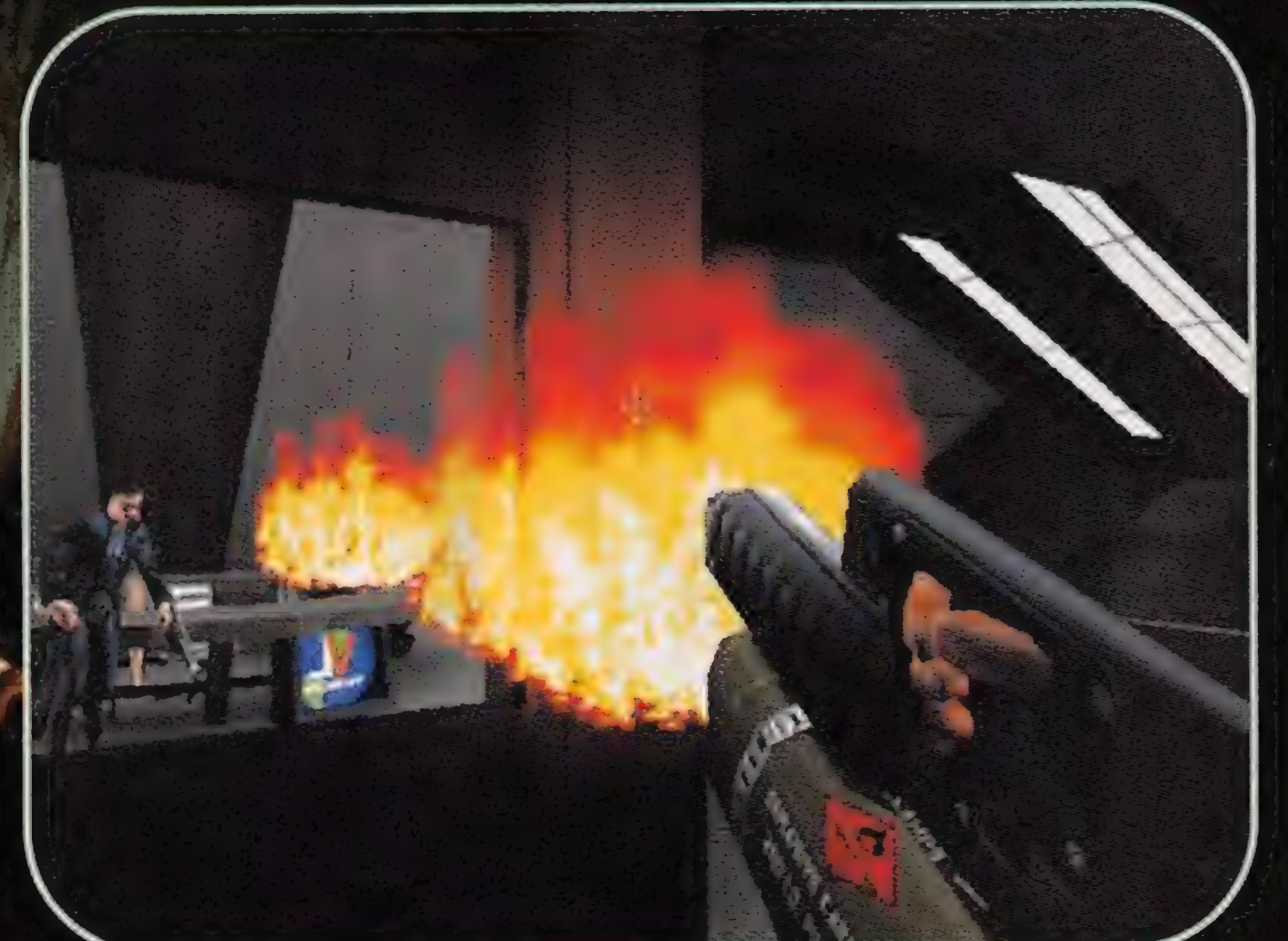
EIDOS
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PlayStation®2

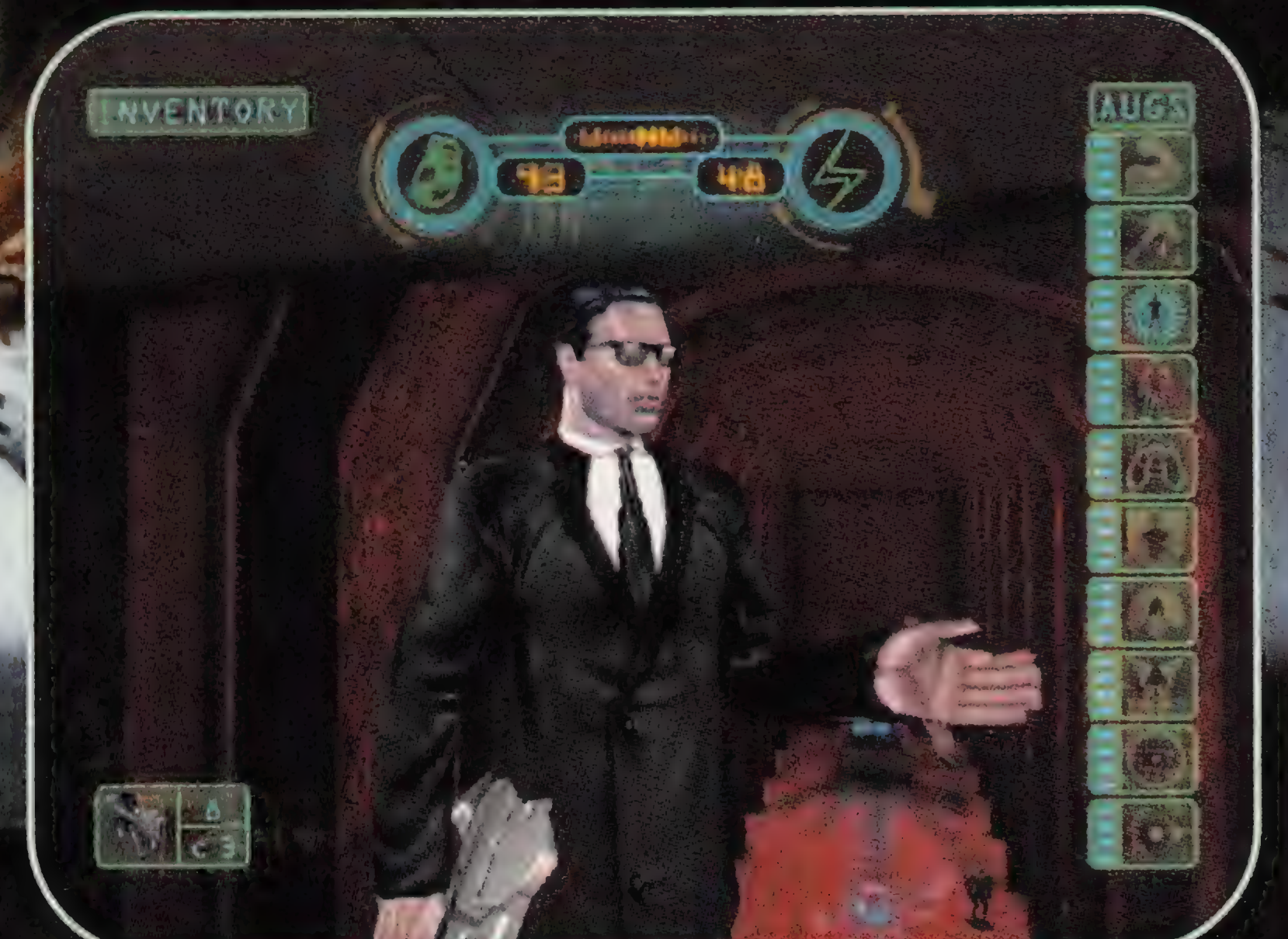
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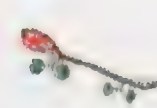
PlayStation®2

Welcome to the Funky World!

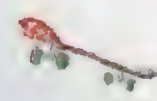
Yanya Caballista City Skater



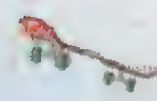
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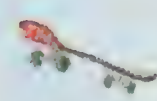
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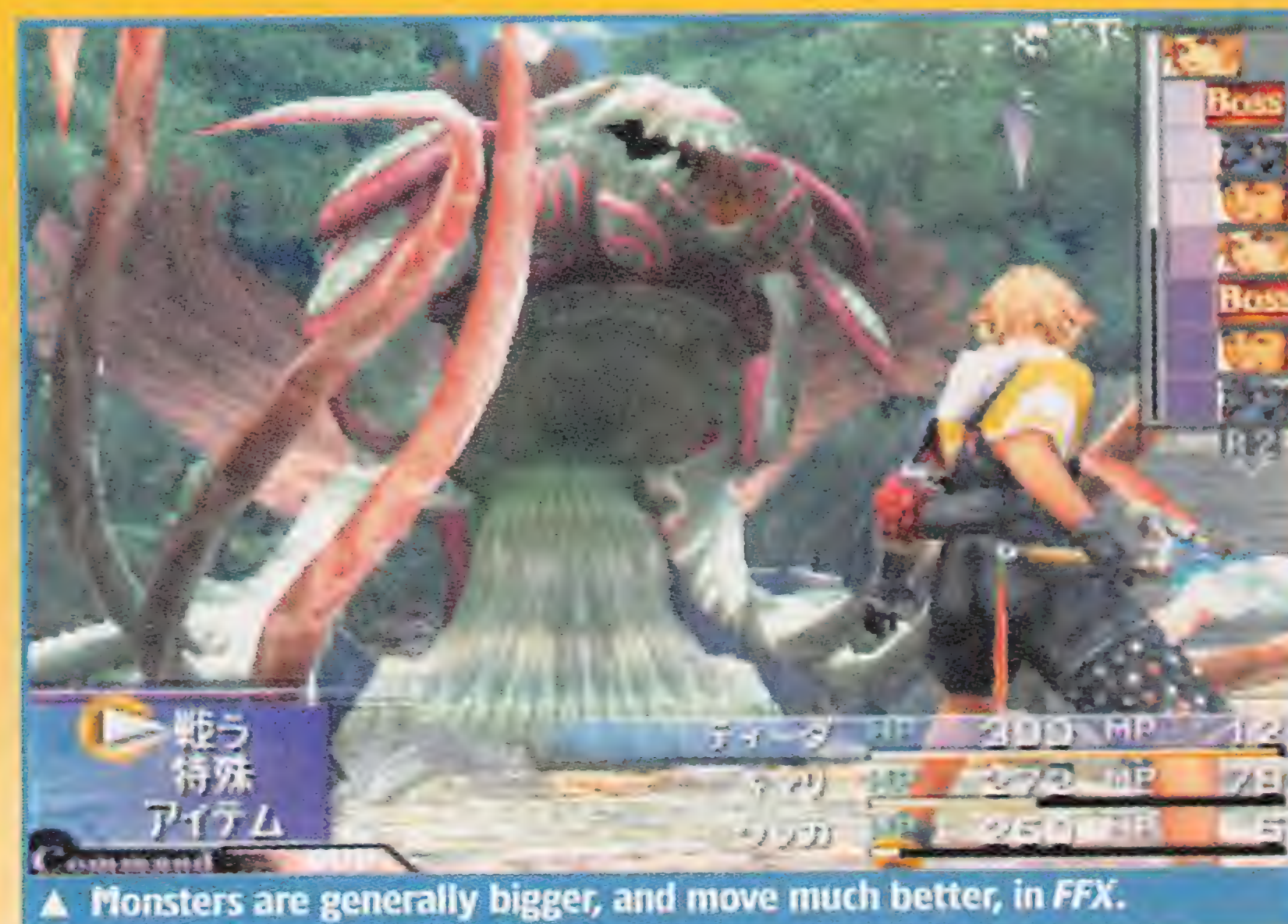


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► Tidus stars as the game's main character, and compared to past FF heroes, he's much more of a free spirit — he's about as different from FFVIII's grumpy Squall as you can get.



▲ Monsters are generally bigger, and move much better, in FFX.

Why wait until Spring to play Square's latest masterpiece? We sit down with...

FINAL FANTASY X



▲ Everything in this game, from the backgrounds to the spell effects, is amazing to look at. There is no RPG — or most any game — that comes close to this level of quality right now.

Selling nearly 2 million units in just its first four days, *Final Fantasy X* has already made a major impact in Japan. Unfortunately, here in the U.S. we've got to wait until next Spring to get our hands on a copy that doesn't use that crazy Japanese writing. That's a long way off if you're a diehard fan, which is why we've dedicated the next few pages to giving you a special hands-on look at the RPG event of 2002.

We've been playing the Japanese version since the day it came out, and after just the first few hours, it's easy to see that FFX is quite a leap forward for the series. Of course the game has that

classic *Final Fantasy* feel with all of the elements that longtime fans love, but it also features quite a few changes — some you'll notice right away, and others will take some time to discover. The good news is that all of these changes seem to make the game play even better, and should also help the series appeal to a wider audience.

The major improvement in graphics is instantly apparent, but what's really impressive is the extra emphasis that's been put on story and character development. Good RPGs have always relied on strong storylines and likable characters, and FFX takes it to the next level, bringing a *(continued on pg. 56 ►)*

THE SPHERE BOARD

Rather than gain traditional experience points or levels like in past *FF* titles, the characters in *FFX* can equip various spheres that will increase their abilities and stats.



▲ In combat, characters are awarded with spheres that can be equipped using a special Sphere Board. Each sphere offers a new ability or spell.

very movie-like focus to the plot and cast. All of the major party members are introduced rather early on, which allows the player to bond with them right from the start. And thanks to countless cinematic story sequences, you quickly get an idea of the characters' relationships and general histories.

Other big changes affect the combat system. As everyone knows, each of the PlayStation *Final Fantasy* titles tweaked the way combat was done somehow. However, none of

them can compare to the overall combat facelift that *FFX* has received. For starters, time-based turns and experience points have been thrown out the window (see page 58 for more details). This makes the fights zip along at a faster pace. Also, there's a lot more variety to the fights, making them far less repetitive than before.

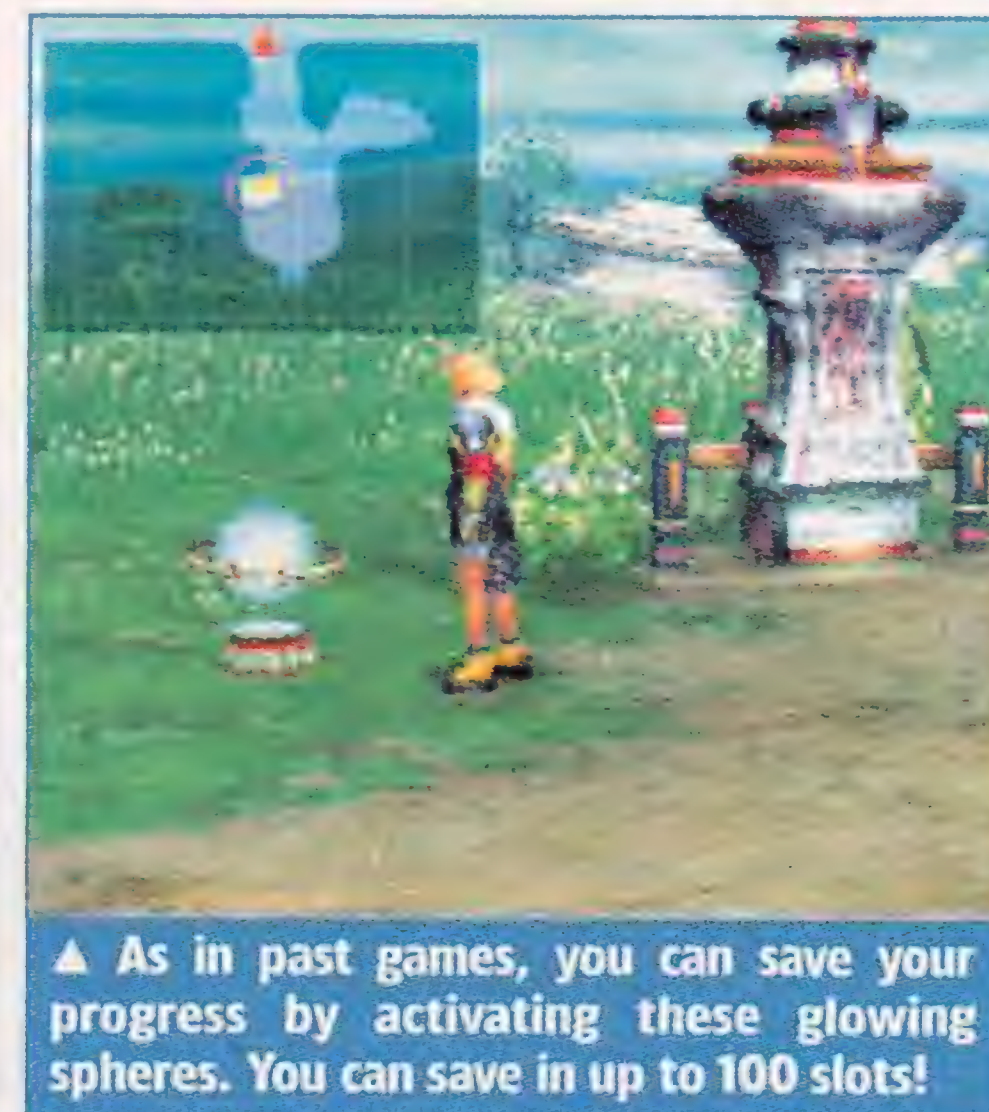
To be completely honest, we've only begun to scratch the surface of this epic adventure, so you can be sure we'll be showcasing this title in

numerous future previews. Until then, enjoy these screenshots taken from the first ten hours of the game. I've also included a few of my early opinions to give you a better idea of how this latest Square masterpiece really stacks up. Read on, and enjoy!

► **Stephen Frost**

the BUZZ

Square has gone all-out to make *Final Fantasy X* a truly special experience for RPG fans. It's visuals are second to none.



▲ As in past games, you can save your progress by activating these glowing spheres. You can save in up to 100 slots!

"Selling nearly 2 million units in only four days, *Final Fantasy X* has already made a major impact in Japan"

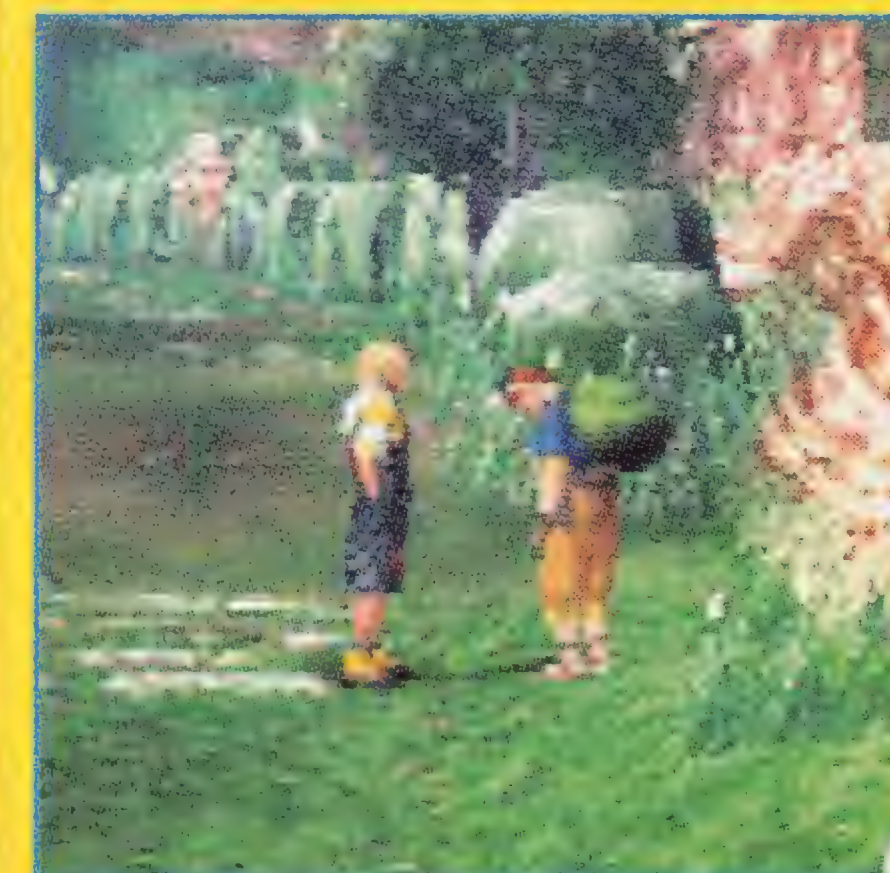
PSM BREAKDOWN

An up-close look at the game in action



SHOPPING ON THE GO

While there are still occasional shops where you can buy supplies, you'll mostly get what you need from traveling merchants. Cool, huh?



▲ ▼ Travelling merchants have a certain look to them, so you can't miss 'em. What a handy new idea!



THE WORLD OF FINAL FANTASY X

Along with an impressive amount of voiceovers, the game includes an amazing amount of environments, each of which has its own very distinct look. There's just *so much* variety to discover in this game. Throw in the countless people that you'll meet, and the varying cultures, and you really start to feel like you're traveling across a truly living planet.



▲ Sometimes the places that you'll explore have been destroyed almost completely, and are in shambles. This town was demolished by the evil "Sin" in a devastating attack.



▲ Each of the cities and towns are populated with a large number of people. They're never just standing around; each has a purpose, which really brings the town to life.



▲ Little details, such as the swaying trees and grass, come together to make the world seem much more alive than in past games. I just can't get over how beautiful this game is!



▲ While there are a lot of backgrounds that look cool, the organic designs of the forest areas are perhaps the most breathtaking. There's just something peaceful about it all...



▲ While the vast majority of the backgrounds in *Final Fantasy X* are completely 3D, there are certain rooms and buildings that are still pre-rendered, as in *FF VII*, *VIII*, and *IX*.

MEET THE FFX CAST



Tidus, Age 17
The star Blitzball player for the Zanarkand Abes, Tidus is the game's reluctant hero.



Yuna, Age 17
The daughter of a high summoner, Yuna is the strong-minded and confident heroine.



Auron, Age 35
Mysterious and reserved, Auron is a very strong warrior who becomes a mentor to Tidus.



Wakka, Age 24
Wakka is the captain of the Besaid Blitzball team and acts like an older brother to Tidus.



Lulu, Age 23
A powerful sorceress, Lulu is one of Yuna's guardians and uses special dolls during battles.



Rikku, Age 16
Traveling the world at her father's request, Rikku is dedicated to saving Spira from Sin.



Kimahri, Age 25
A member of the Ronso race, Kimahri is a guardian of Yuna and doesn't speak that much.

BLITZBALL: SPORT OF THE FUTURE

It's interesting that in this latest *Final Fantasy*, sports play a very important role in society. In the world of *FFX*, Blitzball reigns supreme as the entertainment of choice. Both Tidus and Wakka are star Blitzball players and will challenge other teams throughout the game.



▲ Before a game of Blitzball, you can select which teammates you'd like to place in each position on your squad.

▲ At certain moments, a menu pops up and gives you specific options, such as "pass" or "shoot". It's very sim-like.

▲ Defense is automatic, and is based on your character's stat ratings and skill level. It's a whole game by itself!

THE BATTLE SYSTEM

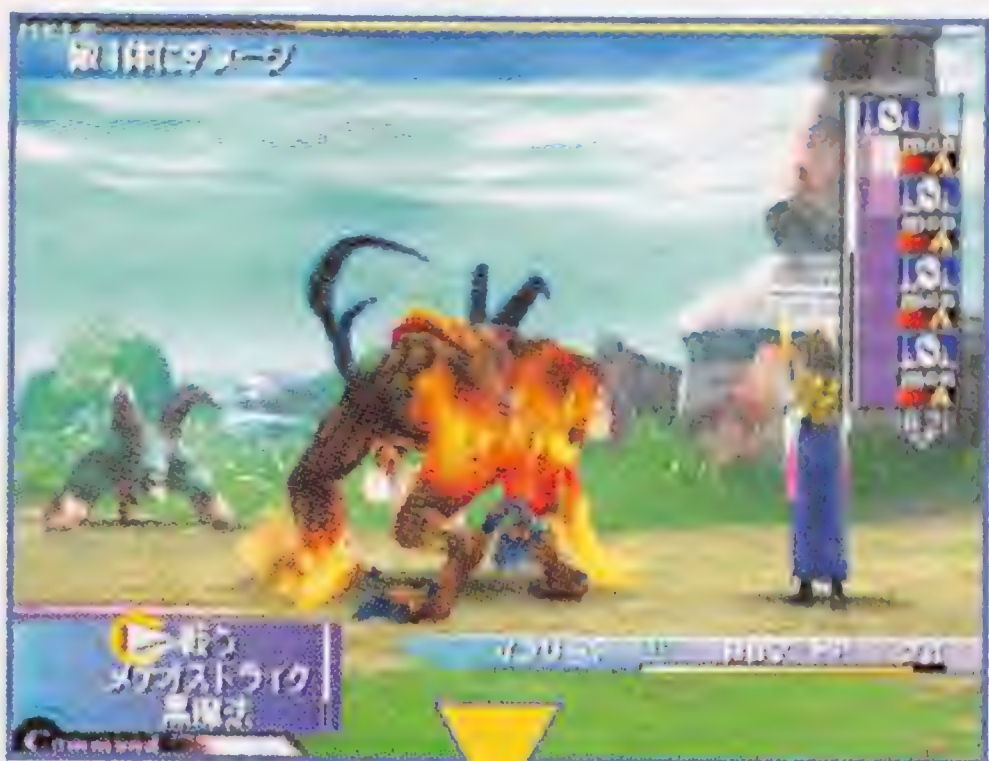
While each *Final Fantasy* has had its fair share of battle system refinements, *FFX* seems to feature the most "likable" changes. There is no longer a time limit before characters can attack, which generally makes fights end faster. Also, new enhancements, such as the ability to swap characters in and out on the fly, really add to the level of strategy. You can read more about these changes, plus some of the other major ones, below:

SWAPPING CHARACTERS



At any period during a battle, you can bring up the option to switch your characters in and out. However, only a maximum of three can fight on the screen at once.

SUMMONING MONSTERS



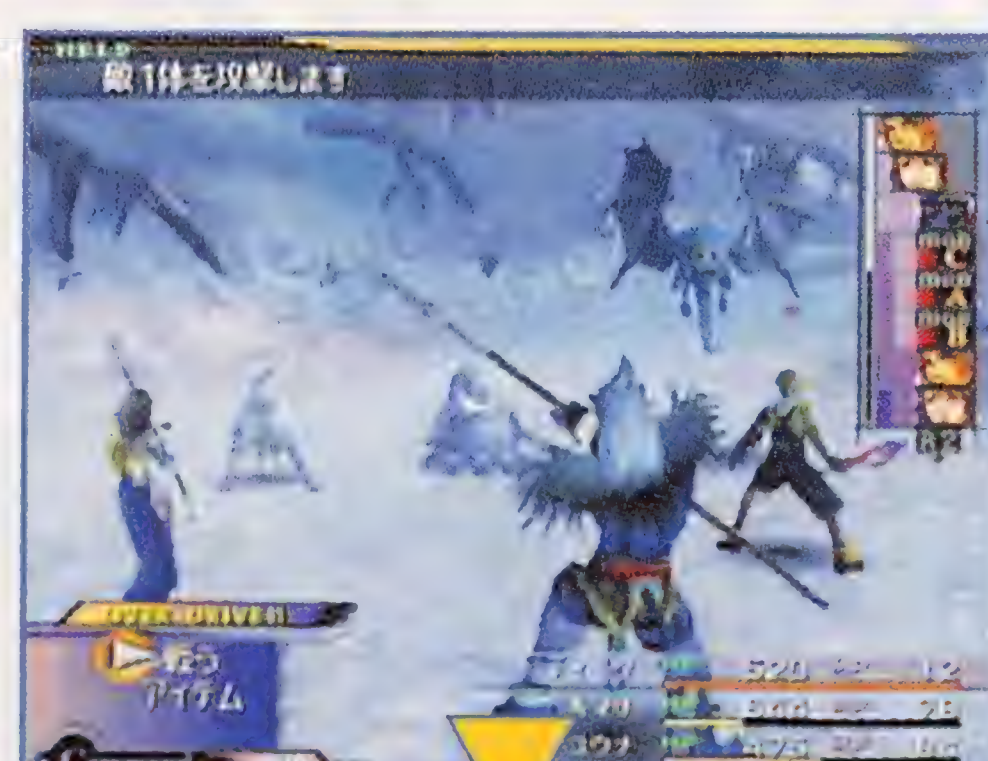
This time, summoned monsters will stick around for the entire length of a battle unless they are killed or sent away. You can call them back whenever you want to.

RUNNING AWAY



There are several different ways to run away from a battle. Your whole group can try to escape all at once, or you can just tell a single character to run away. This can be a life saver!

OVER DRIVE

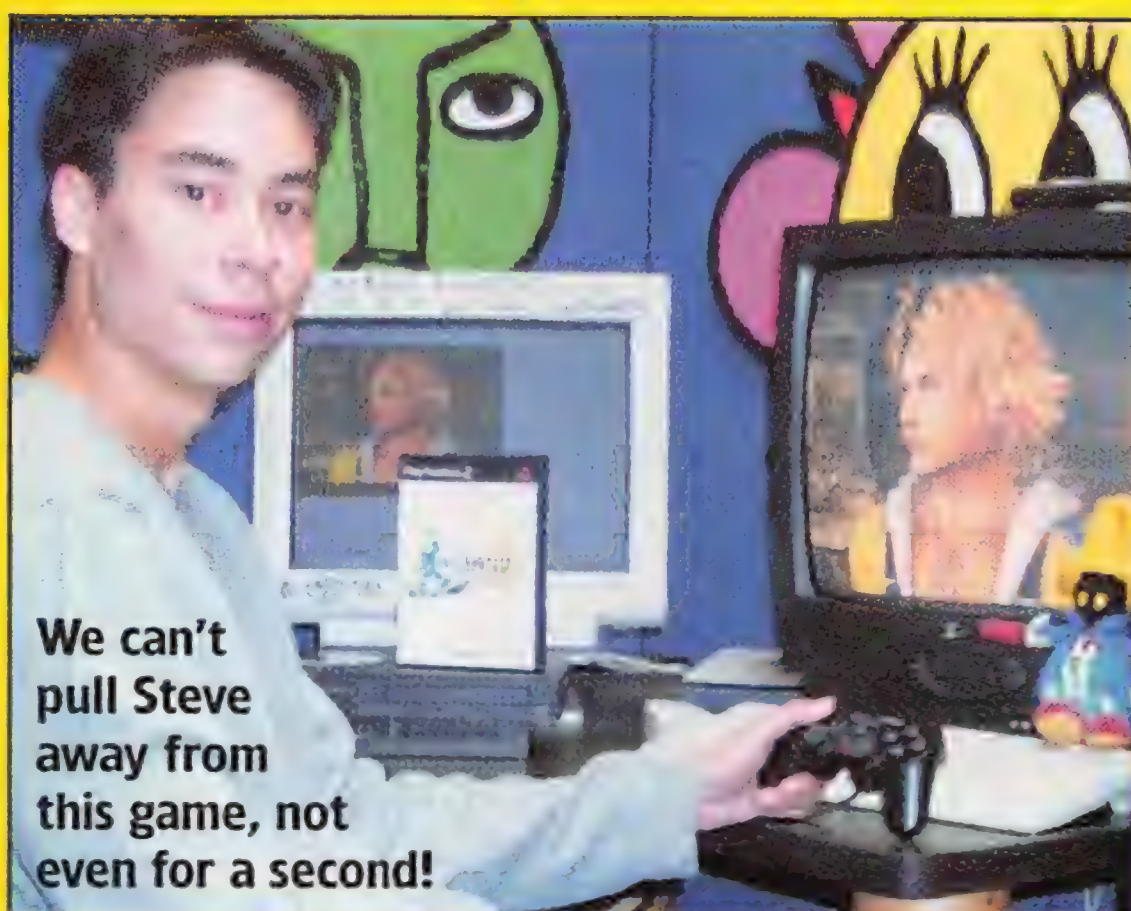


Similar to Limit Breaks, Over Drives can be performed once the character's energy bar has been filled. They're quite powerful and should give you quite an advantage.

FFX: MY FIRST IMPRESSIONS

While I've only played *FFX* for about ten hours, I'm already very impressed with the changes that Square has made to the series. I greatly enjoy the more cinematic style of the game and the fact that you really get to know the characters right off the bat. I'm big into character development and a strong storyline, so I think that *FFX* is definitely heading in the right direction.

It also helps that the visuals are so damn impressive. This is, by far, one of the most graphically stunning games ever, and that fact alone will get a lot of the more casual fans to give it a try. I never get tired of seeing the next town, monster or event sequence because there's simply so much eye candy to take in. I found myself exploring every inch of the different areas because I genuinely didn't want to miss seeing anything. *FFX* really shows off the PS2.



We can't pull Steve away from this game, not even for a second!

I also appreciate the refinements that have been made to combat. There's more for you to do, but the structure of combat has been simplified. Being able to call in different characters in the heat of battle is a big plus, and the arcade-like design of the Overdrives really helps to break up the repetition of random battles. The *Parappa*-style button sequences that some actions require are also cool, and add in even more variety.

I won't fully judge the game until I get to the end, but *FFX* is starting to become my favorite title in the series, which is saying a lot. If the game can keep up the pace that it's had so far, then there's no reason for any RPG fan not to run out and get it this Spring. ► **Stephen**

The characters are very well developed right from the get-go, which helps to immediately pull you into the story.



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FINALLY FANTASY

Final Fantasy IX was a good start, but *FFXI* truly returns the series to its swords-and-sorcery roots. No spaceships so far!



▲ Square has said that players will take part in a scripted adventure in *Final Fantasy XI*, complete with story sequences. Could this be the first true console-style online RPG?

▲ From its medieval-looking armor to giant dragons, this *Final Fantasy* is anything but sci-fi.

FINAL FANTASY XI

First real screens of Square's upcoming online adventure!

W

ell, it's getting closer — beta testing begins soon in Japan on the first online *Final Fantasy* adventure. Square included a first glimpse of *Final Fantasy XI* in action on the DVD bundled with *Final Fantasy X*, and there are new tidbits of

info to be gleaned from the footage.

First off, the game is definitely returning to the fantasy roots of the series, as the warrior armor and dragon battles will attest. So far, it looks as if this won't be a massively multi-player RPG where players combat

other human opponents, but rather a team-based game (like Sega's *Phantasy Star Online* for Dreamcast) wherein a small group works together against computer-controlled monsters.

The look of the game is very much a work in progress, and is a little sparse

the BUZZ

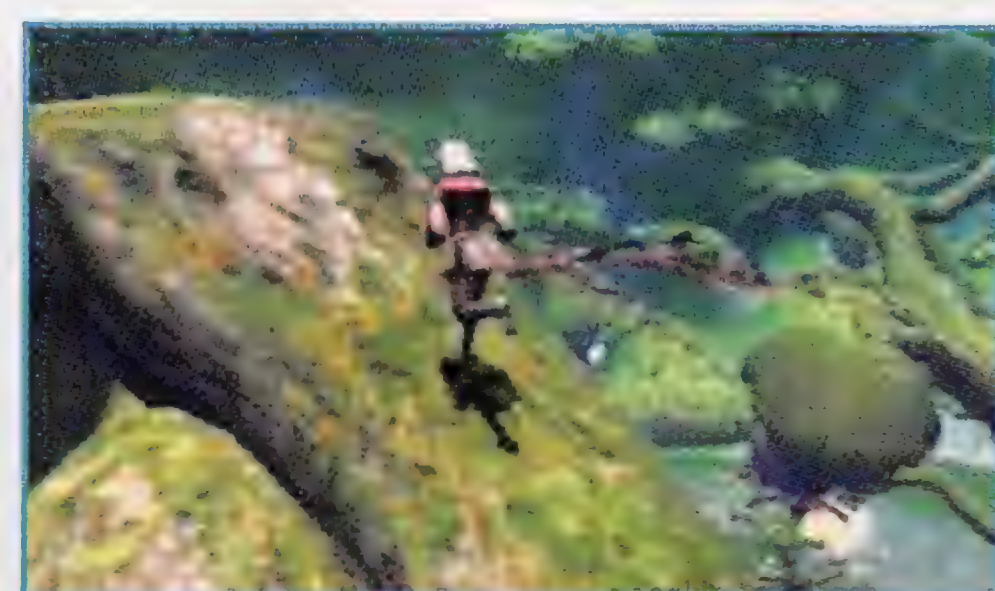
Nobody's gotten their hands on this game yet, but already the buzz is off the charts. *Final Fantasy... online?* Where do I sign up?

at the moment, but the massive environments (which seem to go on forever) are there in force. Square's aiming at a spring 2002 release for *FFXI* in Japan, so you can bet more details will be available soon.

► Randy Nelson



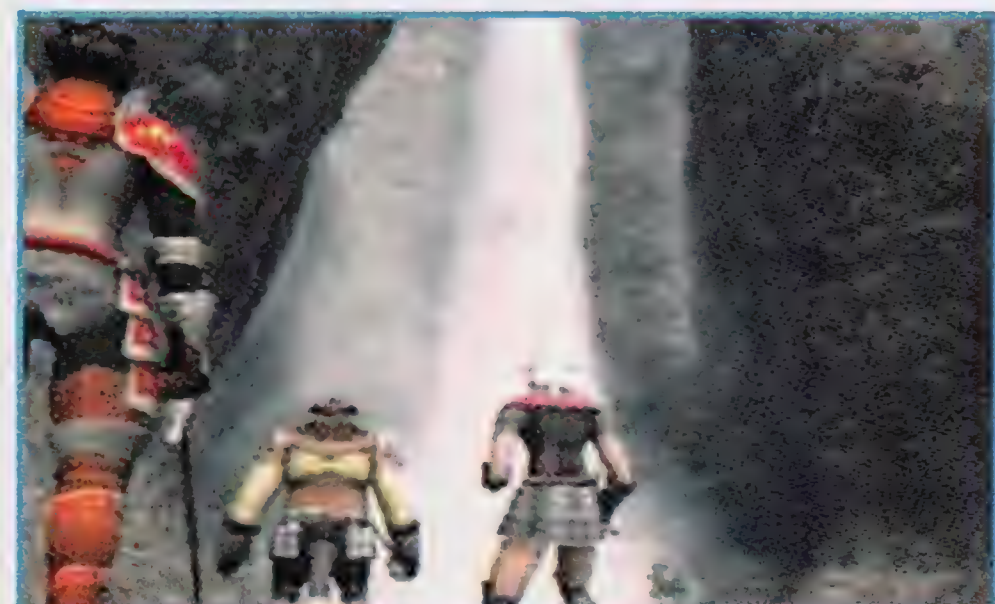
▲ The footage that we've seen leads us to believe the game's combat will be straightforward action instead of turn-based, but until Square gives us the official word, we can't be completely sure.



Like *FFX*, the game has a free-moving camera that will follow the player through each fully polygonal, 3D environment. Nice graphics!



The smaller plant creatures pop up throughout the preview footage, and the larger one sure likes to pick them up and eat 'em.

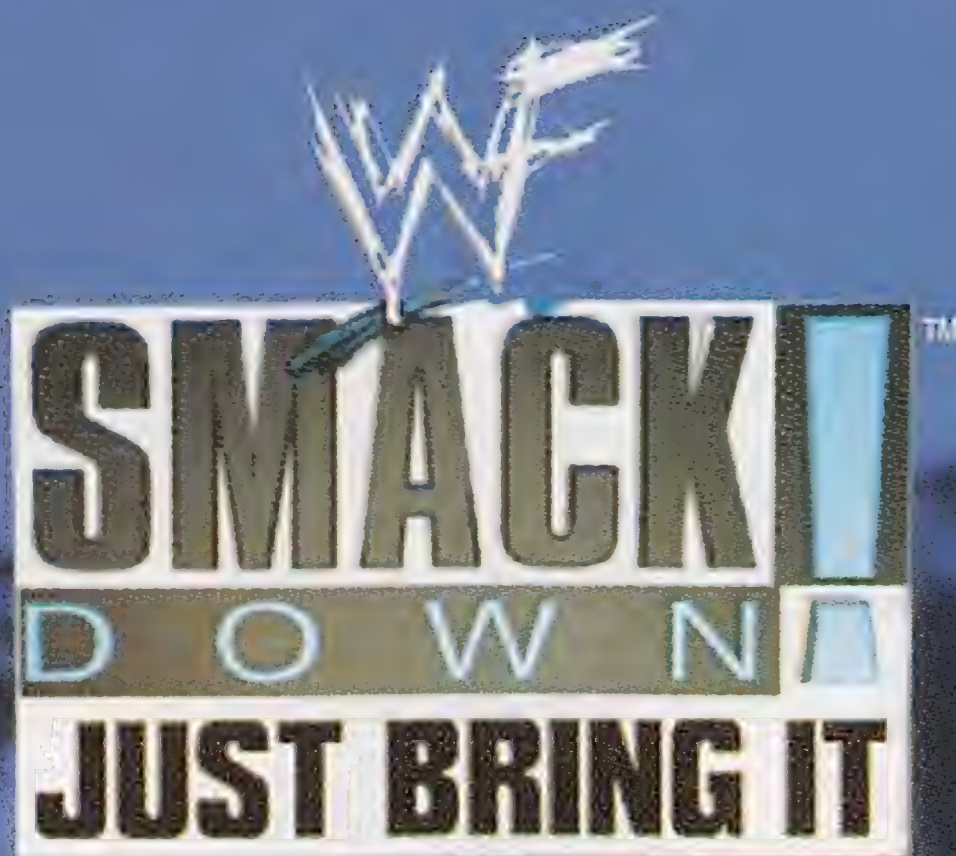


Although the world is a little plain looking, some scenes, such as this roaring waterfall, definitely caught our attention.

PlayStation[®]2



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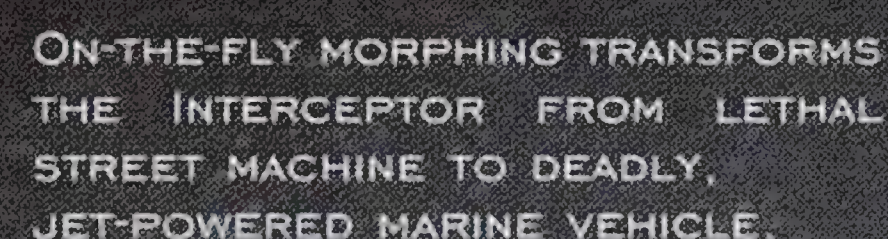
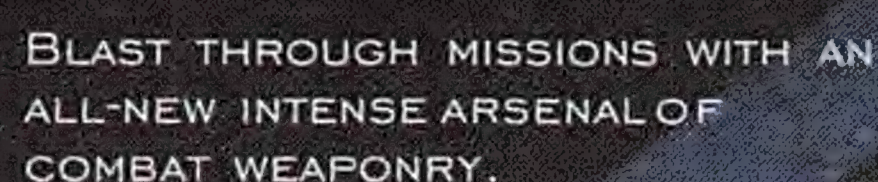
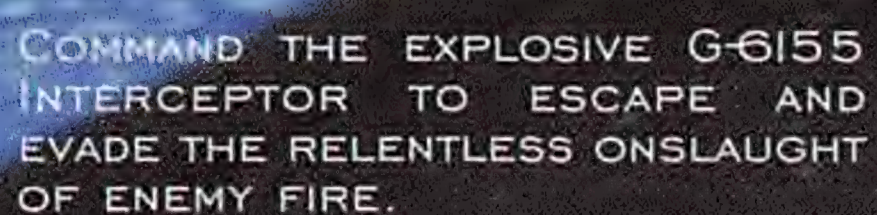


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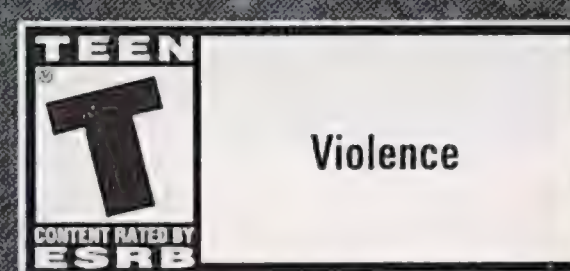
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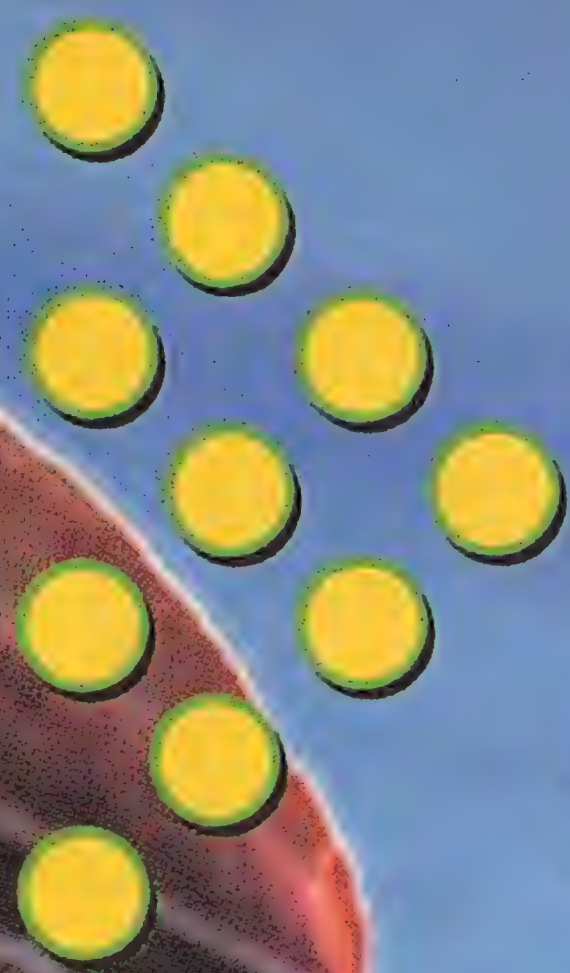


Animated Violence

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PREVIEWS

Your first look at the hottest new games

Contents

78 ► Drakkan II

71 ► Devil May Cry

76 ► Guilty Gear X

74 ► Jak & Daxter

68 ► Kinetica

80 ► Maximo: Ghosts To Glory

68 ► Okage: Shadow King

72 ► TimeSplitters 2

66 ► Tony Hawk's Pro Skater 3

JAK & DAXTER

In our new look at this smokin' hot title, we uncover lots of new areas and characters. Check 'em out on **pg. 74!**

HOT GAMES

Don't waste a second; turn on over to these big games NOW!



66 ► Tony Hawk Pro Skater 3



71 ► Devil May Cry



80 ► Maximo: Ghosts To Glory

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
ACTIVISION	NEVERSOFT	NOVEMBER	ACTION	1-2	EVERYONE

PS2

PERCENT COMPLETE

50%



▲ As you can see, the levels are quite detailed and lush. Plus, they're fully animated. Players will encounter an abundance of dangers, such as traffic and criminals ready to take you out.

TONY HAWK'S PRO SKATER 3

A decadent gamer's dream come true!

Tony Hawk 3 is dangerously addictive already, even though we only received a four level demo of it. Nevertheless, I found myself caught in an exhausting

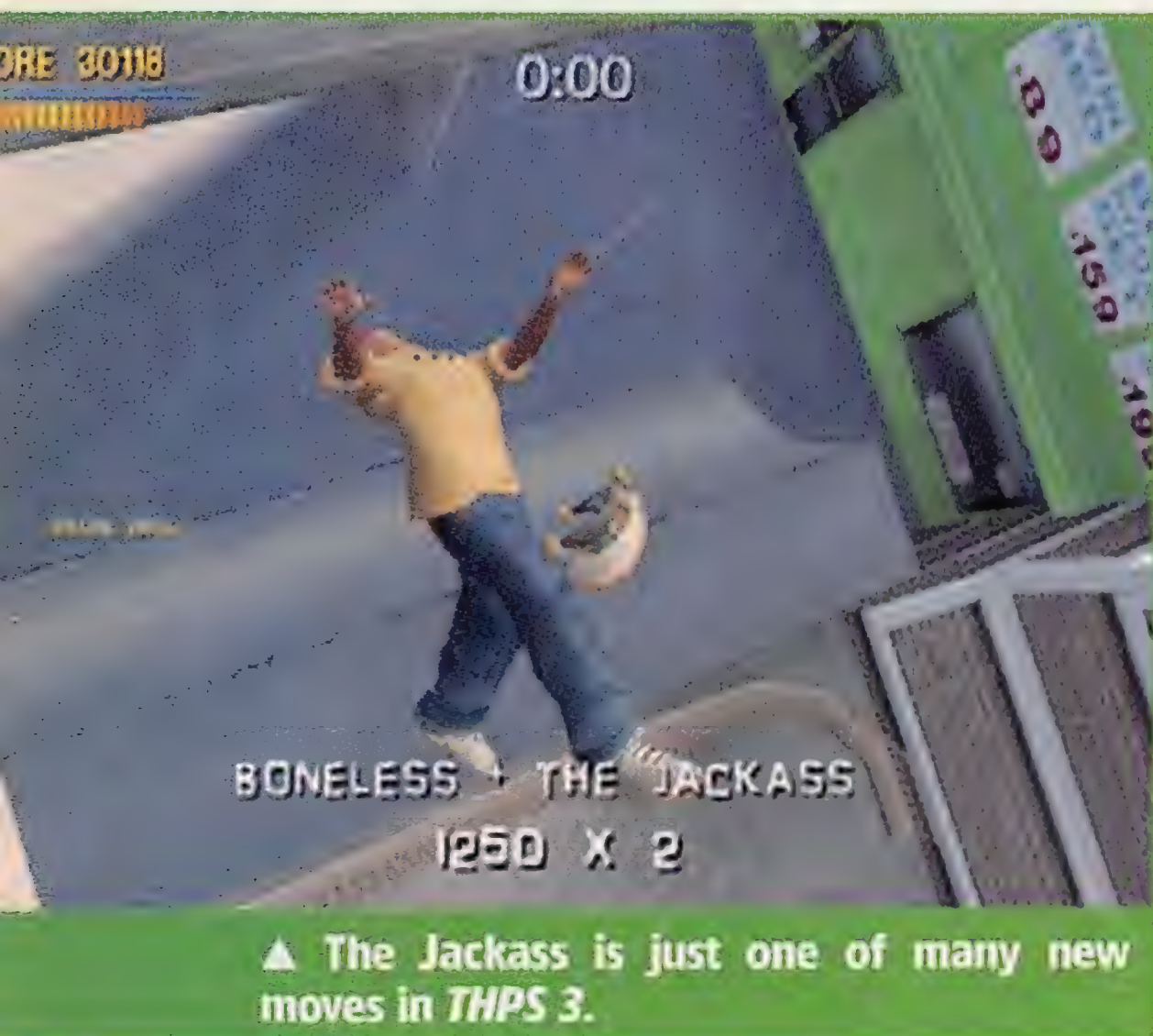
nine hour session, stopping only because of hand cramps and a headache. So what makes *THPS3* so much better than its predecessors?

Foremost, players can link practically every trick together for some astounding combos; I actually nailed a 1.5 million point combo, which consisted of over 30 tricks! This is made possible by moves called Reverts, which players can perform out of ramp jumps. To keep the trick going, you can then combine a manual to a grind, and even more.

Of course, Neversoft will include completely new moves and super moves, in addition to all the old ones. My favorite new super, by far, has to be The Jackass: your skater whacks

himself in the head with the board, catches it and lands. Neversoft will also devise Freestyle Flat tricks, which allow you to perform handstands and the like.

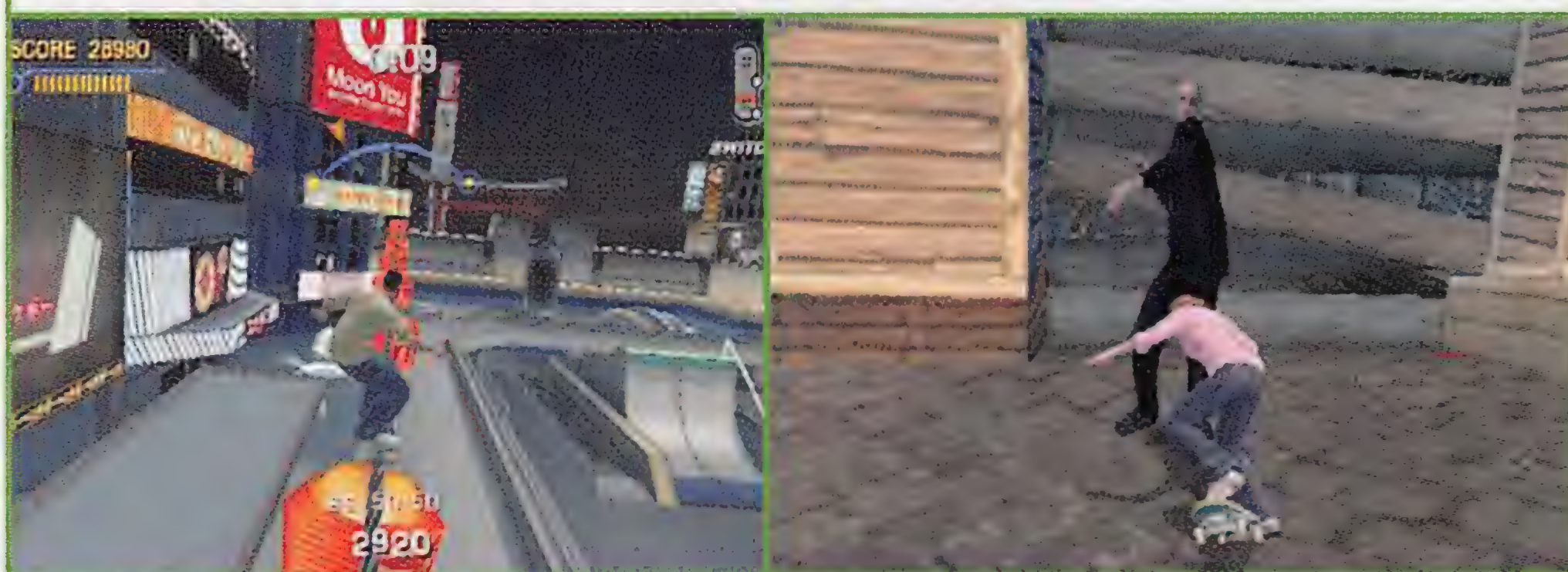
Such elaborate tricking would be impossible without precise control and very creative level designs. While the control setup remains identical to previous editions, everything just feels



▲ The Jackass is just one of many new moves in *THPS 3*.

THE NEW LEVELS

The new environments are extremely huge with tons of hidden areas, which are also full of surprising dangers.



▲ Keep your eyes peeled for this guy; go anywhere near him, and he'll deck you.

much tighter and more precise, making those long manuals and grinds slightly more manageable.

The four levels (Canada, Suburbia, Los Angeles, and Tokyo) conceal tons of hidden areas, a variety of grinds and ramps, and all of those numerous objectives to accomplish. You'll see police chases and traffic in Los Angeles, spectators launching snowballs in Canada, and miscreants walking about looking for trouble in Suburbia. These superficial elements actually affect gameplay, as cars and people can knock you over during a big string.

Despite all of these cool additions, the truly new dynamic to the series will be online play. For now, up to four players can compete with each other. Although we still don't know what these multiplayer games will consist of, they'll probably be the two-player games from previous *Tony Hawk* titles.

Whether you're a fan of the series or not, this is one game to keep an eye on.

► Tokoya



▲ Canada is full of many wooded areas to explore. You can grind the trees, and launch yourself off of tree stumps.



▲ Like *Tony Hawk 2*, there are gap multipliers and many other interesting things to find. Utilize them for more points.

the BUZZ

The coolest new feature to *THPS3*, besides more tricks, is online playability. A nationwide *THPS* champion will now be crowned!

INSANE TRICK STRINGS

Tony Hawk 3 is full of new moves, and strings that allow you to continue your combo for a minute or more, thanks to the Reverts.



▲ Boo-yah! I got over 1,000,000 points here on just a single string of tricks. Thanks to the new Revert move, very long trick strings will now be possible.

"I found myself caught in a exhausting nine hour session, stopping only because of hand cramps and a headache"

A SHARP LOOK

Of course, with the PS2's power, the *Tony Hawk* series has never looked so good, or run so smoothly. Sweeeeet!



▲ Check out the detail in the backgrounds and on the characters.

PSM BREAKDOWN

An up-close look at the game in action

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SONY CEA	SONY CEI	FALL	RPG	1	PENDING

PS2

PERCENT COMPLETE

70%

OKAGE: SHADOW KING

Sony will take you on a magical journey

Arguably, one of the things that helped PlayStation reign supreme in this past console war was that it had such a large selection of RPGs available on it. It's taken a bit of time, but the same thing seems to be happening to the PS2. Granted, *Final Fantasy X* and *XI* are still waiting in the wings, but Sony

is certainly stepping in to fill the void. With *Okage: Shadow King*, the company is hoping to appeal to a much broader audience that wouldn't normally be interested in RPGs.

The game does share a lot in common with others titles in the genre, but will also focus a good amount on puzzle-solving and general strategy-based gameplay. Players will take control of a young boy named Ari, whose shadow has been possessed by an evil king. Forced on a quest, Ari must make his way through 20 colorful environments and enlist the aid of six different characters. Tune in this Fall to see if he makes it.

► Stephen Frost

the BUZZ

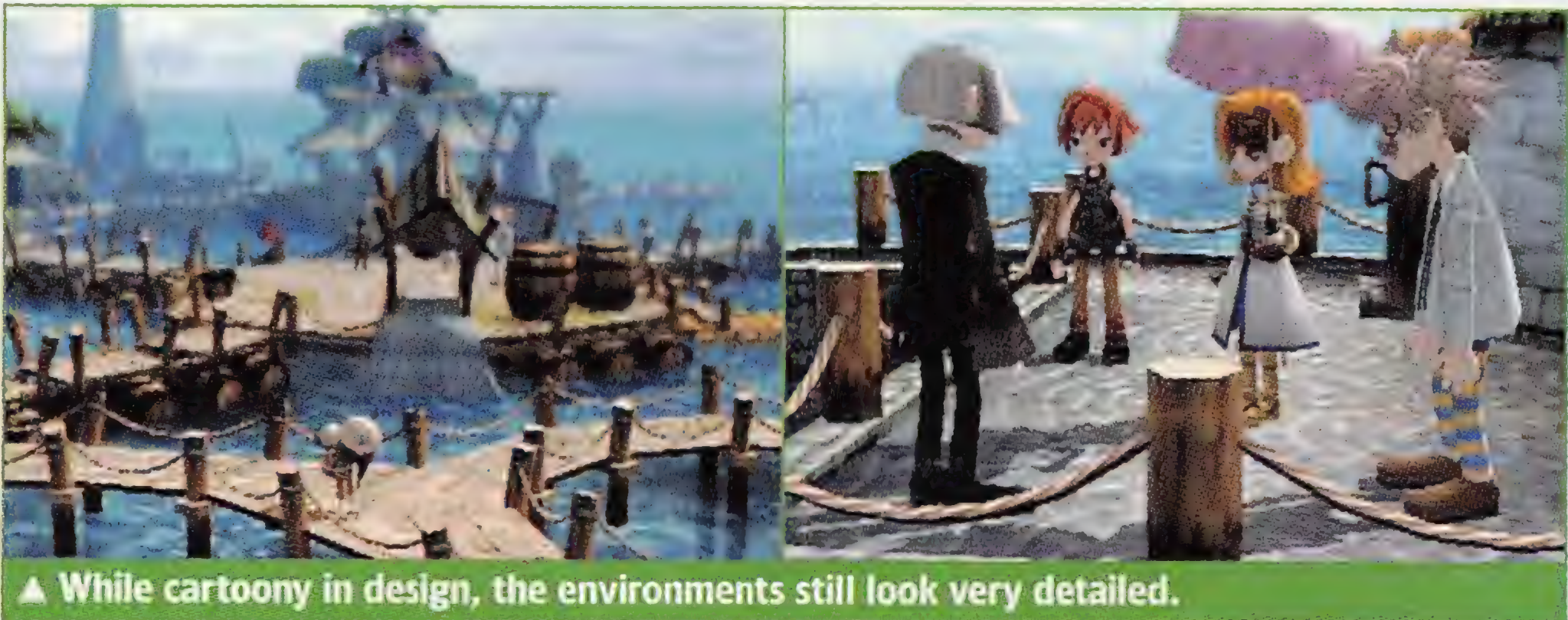
Sony is making great strides in filling the RPG void on the PS2. *Okage* will help fans survive until *Final Fantasy X* and *XI*.



▲ Ari is just a young, innocent boy who happened to have a bit of bad luck.



▲ Yes, even evil snowmen make an appearance. Anyone got a lighter?



▲ While cartoony in design, the environments still look very detailed.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SONY	SONY	WINTER	RACING	1-2	EVERYONE

PS2

PERCENT COMPLETE

75%

KINETICA

Body bike racing in Wipeout style

Take a few concepts from *Wipeout*, mix in some *SSX*, and strap the characters into futuristic body attachments that almost resemble bikes, and out comes

a strange racing game called *Kinetica*.

Kinetica's focus is clearly on the racing aspect and speed, despite its seemingly diverse amalgamation of gameplay elements. In fact, many of the *Wipeout*-style track designs (15 total) entice players with a need for speed and quick reflexes, thanks to the gigantic jumps, huge hills and slopes, and insanely tight turns. Running at a constant 60 FPS, *Kinetica* effectively conveys a blistering sense of speed, even in 2-player split-screen mode.

Players must perform different tricks to build up the turbo meter, as in *SSX*. In addition, Crystals litter each track, which if collected, provide players with a special power-up affecting turbo.

Along with *SSX* and *Wipeout*, anyone into futuristic racing games ought to keep an eye on *Kinetica*.

► Tokoya

the BUZZ

With *Wipeout* still on the backburner, this seems to be one of PS2's most promising alternative racing title.



▲ The 2-player split-screen is nice and fast.



▲ Huge jumps are commonplace here. Big air is a good opportunity for tricks.



▲ The graphics are sharp, and run at a constant 60 FPS.



Never try to outrun a sniper. You'll only die tired.

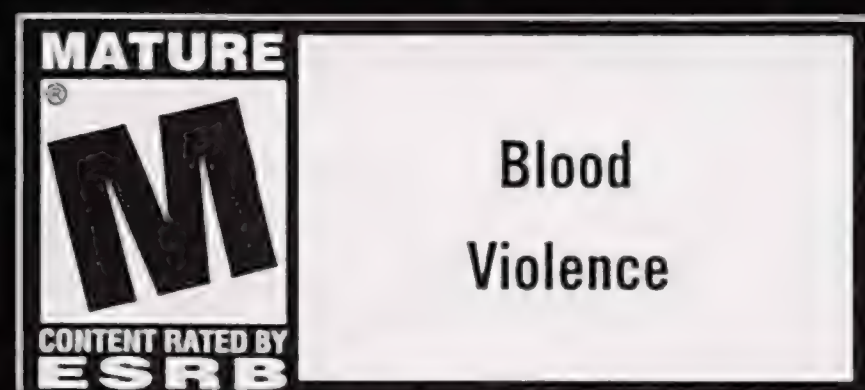


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PlayStation 2

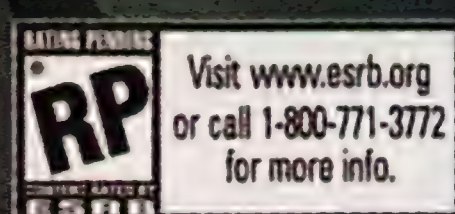


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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
CAPCOM	CAPCOM	OCTOBER	ACTION/ADVENTURE	1	MATURE

PS2

PERCENT COMPLETE

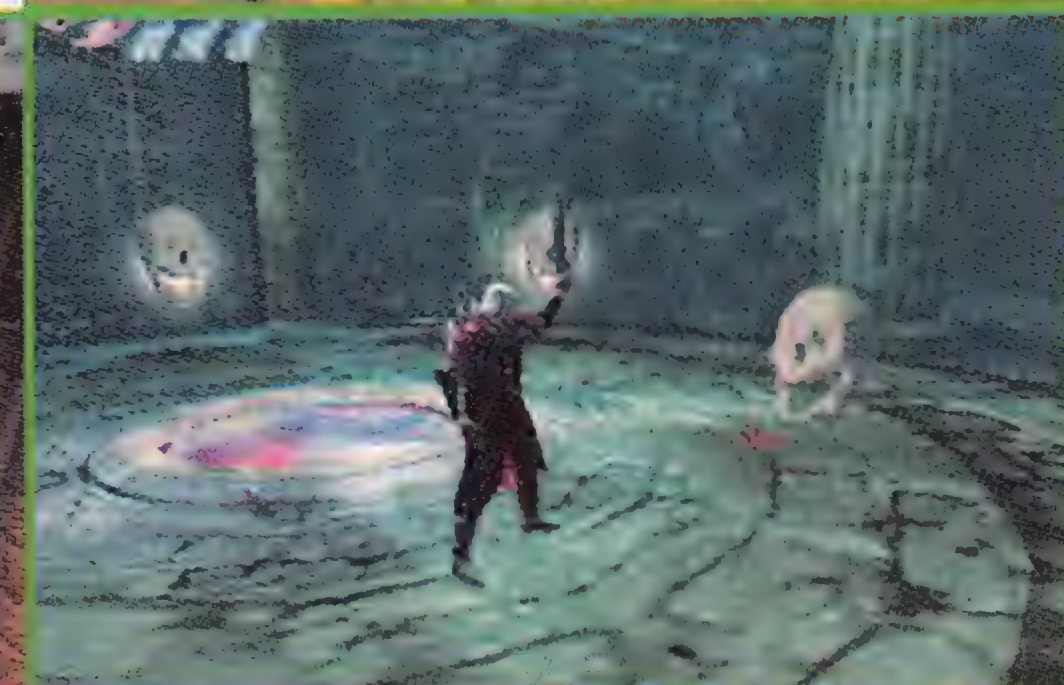
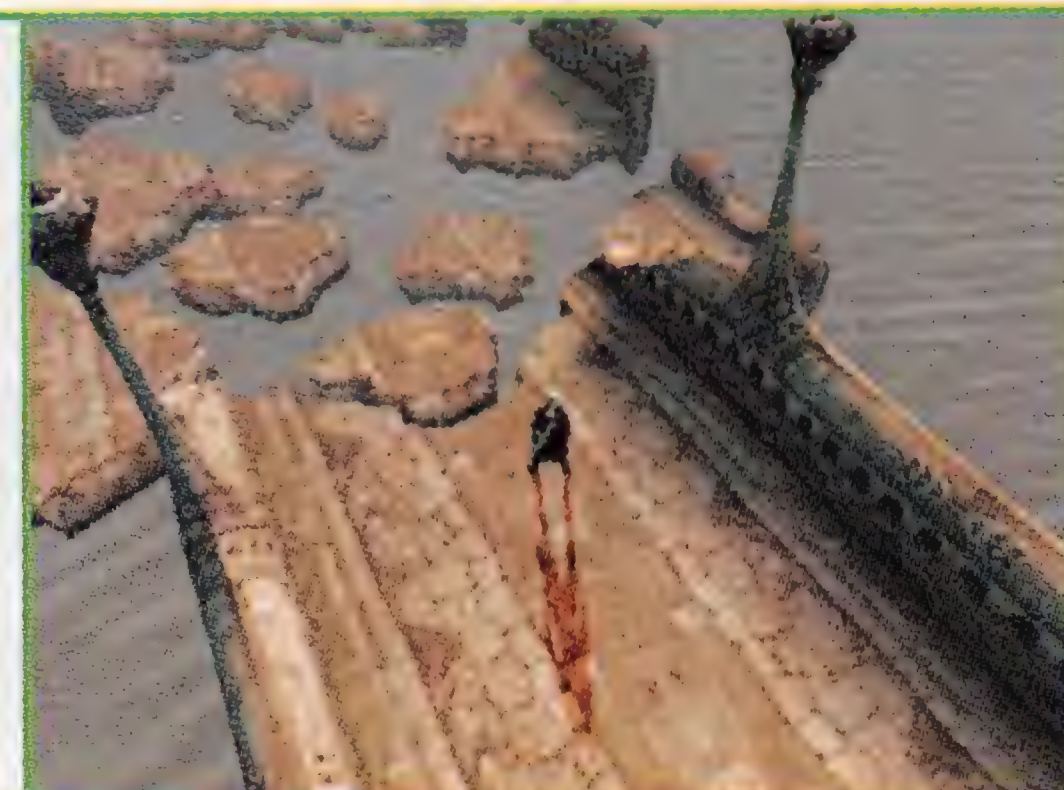
80%



▲ This jungle-like area is new, as is Dante's ability to charge up most of his attacks.

MIXING THINGS UP

Just because most of the game takes place in a castle doesn't mean there can't be a lot of variety. There's even some old-school platforming action!



▲ There promise to be lots of hidden area to uncover — there are even underwater segments.

DEVIL MAY CRY

First look at major game changes in Capcom's action stunner

Why did Capcom decide to overhaul a good portion of *Devil May Cry's* gameplay half-way through development? Heck if we know — but after playing the latest build of the game, we're more pumped than ever for this action-horror title to hit U.S. shelves.

The switch to a mission-based system has changed the pacing of the game significantly. Rather than one linear adventure like the *Resident Evil* games, *DMC* displays objectives before each adventure leg which Dante must then complete in order to proceed. It's basic stuff so far, but it's what happens *after* the missions that's really different. Using red orbs collected from defeated enemies, you can purchase power-ups and evolve lots of new skills for Dante.

There are also mid-level "shops" (indicated by hourglass icons) spread throughout the game for upgrading during longer missions — and there promise to be a lot of those to tackle.

Combat is also a lot more difficult than in earlier builds, and places more of a focus on using Dante's evasion skills during battle. Some new enemies are introduced as well, including a vicious "shadow cat" and Dante's nemesis

Modus, a powerful demon warrior.

Final touches are being applied to *DMC* as we speak, and Capcom promises it'll arrive in mid October. The wait looks to have been worth it!

► Randy Nelson

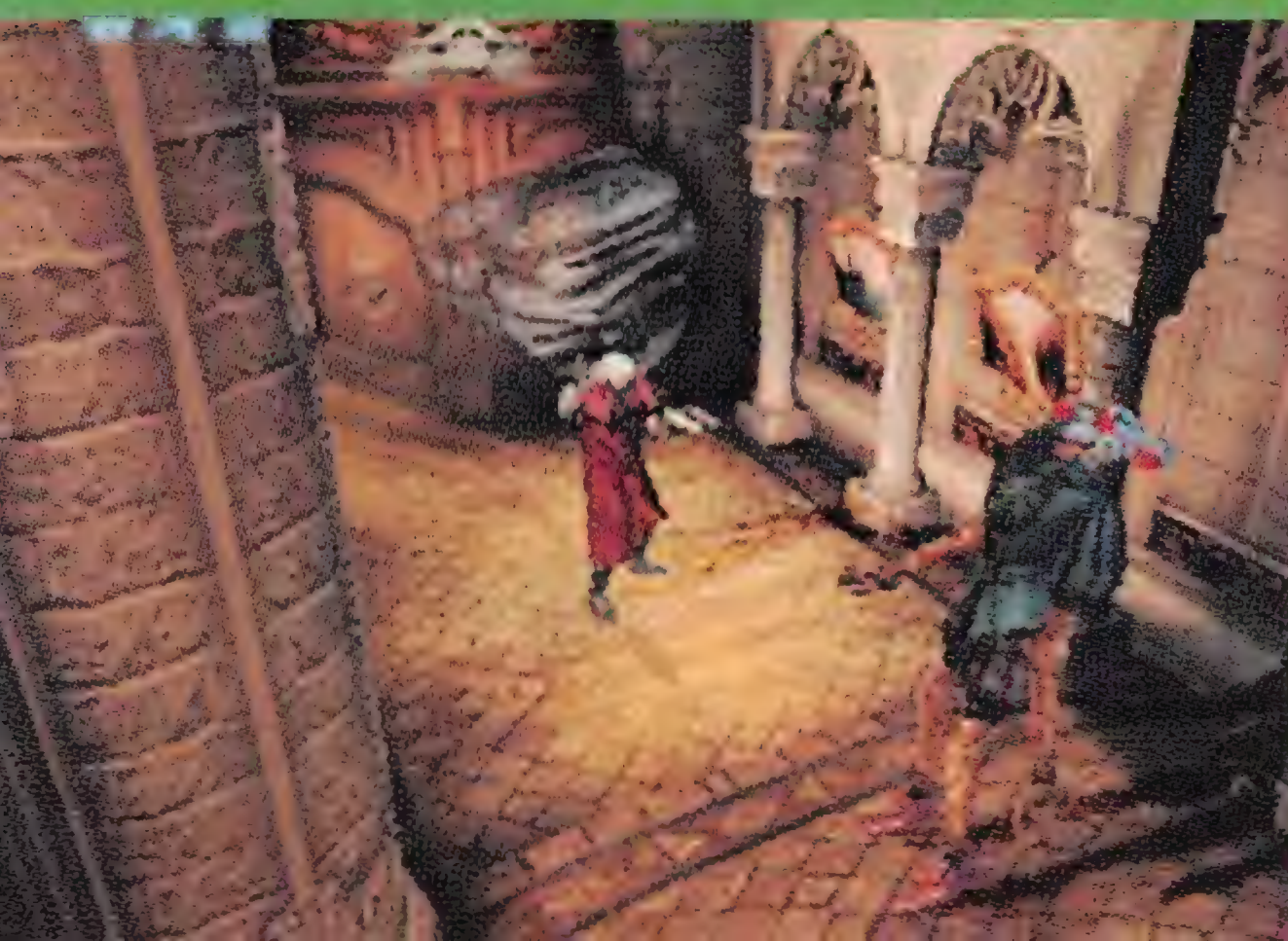
the BUZZ

The new mission structure spices things up considerably, and the skill upgrade system really sets *DMC* apart from its *RE* cousins.



▲ This shadow beast is one nasty mini-boss. You'll actually fight these later, too!

▼ Spirit-sealed doors will now attack Dante if he gets to close. He'll still need orbs to unlock them.



PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
EIDOS	FREE RADICAL DESIGN	SPRING 2002	FPS	1-4	PENDING

PS2

PERCENT COMPLETE

50%

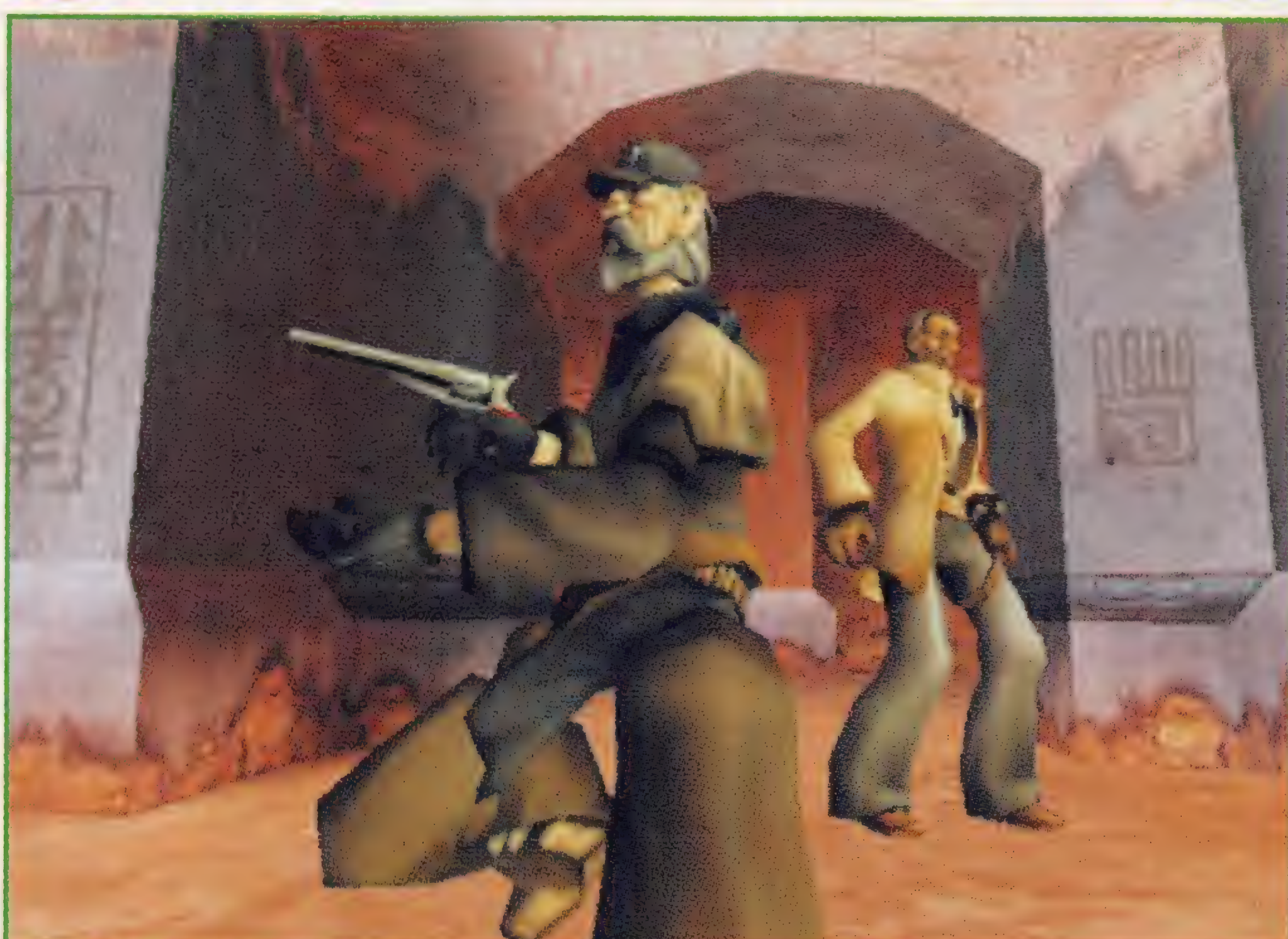


EVEN BETTER LOOKING...

Because of the improved game engine, the characters can now feature more detail and higher polygon counts. There could be as many as 80 in the game.



▲ Check out some of the new and improved characters. Cool threads, huh?



▲ It looks like the wild West is one of the new level settings. Yeehaw!

TIMESPLITTERS 2

Can Eidos reclaim the FPS crown in 2002?

Rleased with the launch of the PlayStation 2, the first *TimeSplitters* certainly wasn't the most attractive game out there, but it did run extremely fast and was the only first-person shooter available. Thanks to those two facts, it

went on to sell a good number of units. And that's probably why Eidos has given the green light to proceed with the sequel — a sequel that will build and improve upon its predecessor in virtually every way possible.

There's now a true single player

adventure with an actual storyline, as well as various cooperative modes that focus on mission-based gameplay. The visuals have noticeably been enhanced, with characters models showcasing much higher polygon counts and smoother movements.

The MapMaker feature, which was extremely popular in the first title, is back, but in a very enhanced form. There's going to be a ton of different rooms and hallways to choose from along with a variety of options that will help to make your maps truly unique. You'll be able to create much larger environments, too, which will help out in those crazy multiplayer matches.

And while it hasn't been completely confirmed, the developers are seriously considering including i.LINK support so that more than one PS2 can be hooked together. Imagine a situation where you're playing against 7 of your friends in a heated deathmatch and everything is moving at a brisk 60fps. That would be amazingly cool.

Unfortunately, *TS2* isn't going to make it out in time for the holiday season, but at least we'll have it and *Final Fantasy X* to look forward to in the Spring. And since no other first-person shooters are currently scheduled for the first part of next year, fans of the genre will have plenty of time to fully enjoy all of the depth and replay value that the game is promising. We can't wait.

► Stephen Frost



▲ Despite all of the added detail and larger environments, the game still runs at a constant 60 frames per second. Maybe you should duck right about now...

the BUZZ

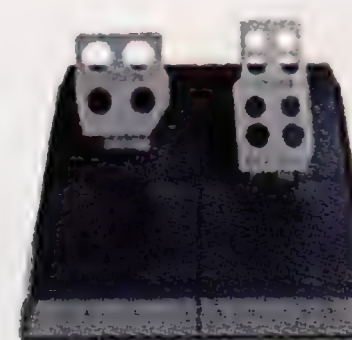
An expanded single player feature, as well as an improved map editor, should make *TS2* one of the best FPS yet.



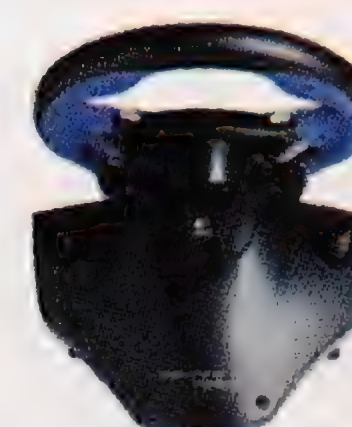
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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SONY	NAUGHTY DOG	NOVEMBER	ADVENTURE	1	EVERYONE

PS2

PERCENT COMPLETE

75%



▲ There are a variety of gameplay elements. Here you must race over the lava before your plane overheats. Just one mistake and our hero will be "en fuego!"



▲ Here's a case where the enemies will surround you, if you don't act fast.

JAK & DAXTER

In-depth on Naughty Dog's latest

After playing *Jak and Daxter* for over two hours, we finally have cohesive information about the story and gameplay. Fortunately, our in-depth time with *J&D* convinced us that it will be one of the most engaging adventures ever!

As Jak, players must discover the reason for an influx of the dreaded Dark Eco, which transformed Daxter into a monkey-like creature.

Throughout the adventure, you'll also discover more beneficial Eco: Red, Yellow, Blue, and Green. Each color represents types of Eco that endow Jak with powers like projectile attacks, speed and power boosts, and extra life.

Jak will further receive help from supporting characters such as Daxter, Samos Kagai, and Keira, who provide him with useful hints throughout the adventure, depending on your skill. Interestingly, Naughty Dog will design the game so that the difficulty level adjusts to your performance. So if you waste enemies easily and find items quickly, the game becomes more challenging.

The core aspect of the gameplay

revolves around Jak finding Power Cells — keys of a sort that allow you to

proceed to new areas. Since no two Cells are obtained in the same manner,

REPRESENTIN' PLATFORMING

Some of the game consists of performing some exciting, albeit tough, platforming and tasks. Make sure your skills are to speed.



▲ Jumping barrels and doing jumps on your bike are just a few of the things that you'll do.

players constantly encounter unique minigames, puzzles, and platforming objectives, all of which help to keep the gameplay varied.

Some Cells are also recovered by beating enemies, which can prove to be an arduous task, thanks to smart enemy AI. Naughty Dog is spending considerable time on making enemies life-like. They'll follow Jak across platforms and other obstacles, or even group together and surround him.

Naughty Dog even has AI written for the camera system — a first in console games. Instead of including generic camera code, ND will program *J&D*'s camera on a situational basis, meaning that players should always have an optimal perspective without any environmental hang-ups.

To further ensure that the experience is as captivating as possible, Naughty Dog will eliminate load times. In fact, since the game saves automatically, the only pauses in gameplay will occur during dialogues. Naughty Dog can accomplish this task by creating a world separated by areas (about 14 total), rather than conspicuous levels, which constantly load into RAM.

It's still questionable as to whether *Jak and Daxter's* gameplay will innovate the genre. However, I don't care; as long as it maintains solid play mechanics, I have no doubts that *Jak*

PSM BREAKDOWN

An up-close look at the game in action

▶ Every character in the game is composed of between 3000 to 5000 polygons, compared to Crash, who was about 600 polygons. At any given time, the game pushes around 15,000,000 polygons. PS2 power, baby!

▼ Within the treasure boxes players will usually find power ups and Green Eco (life). The far right one contains a bee-like creature; if you collect enough of them, you get a Power Cell.

▲ As previously stated, any part of the background that you see is actually a part of the game done in real time. So if you see a gloomy tree way off in the distance, you will eventually make your way to the swamp area where you'll find that tree!

▲ You can dispose of enemies in many different ways, since Jak has a very long list of attacks at his disposal. Watch out, though, as the Lurkers also have many attacks.

and *Daxter* will offer one of the most polished and engrossing gameplay experiences around.

► Tokoya

the BUZZ

Naughty Dog has provided a huge world with tons of areas to explore, and without any load times.

"Our in-depth time with *Jak & Daxter* convinced us that it will be one of the most engaging adventures ever!"

THE EVIL LURKERS

The enemies are numerous and all have different types of attacks. Since they are smart, quickly find their weaknesses and use them.

▲ In general, they are known as Lurkers, but there are a variety of types, as you can see.

YOUR AIDES

Throughout the adventure you'll find that you have many friends and useful pieces of machinery to help you combat that Dark Eco.

▼ **KEIRA** She's Jak's friend. Listen to her.

▲ **THE ZOOMER** This is actually a hovering machine. It's used over water and lava.

▲ **JAK AND DAXTER** Of course you know the heroes!

► **SAMOS KAGAI** An old wiseman with instructions.

▲ The supporting characters provide hints and direction. The Zoomer helps you access areas unattainable by foot.

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SAMMY	SAMMY	OCTOBER	FIGHTING	1-2	TEEN

PS2

PERCENT COMPLETE

80%



▲ The super moves are executed more like SNK or Alpha supers.



▲ The character selection screen is artistic. There are also some hidden characters not seen.

▼ While I like most of the characters, Faust, a scalpel-wielding combatant, is quite lame.



We've all seen the feeble attempts of many companies other than

Capcom and SNK at making a quality 2D fighter. Titles such as *Time Killers*, *Primal Rage*, and *Rise of the Robots* suffer from a serious lack of precision, control, and game balance. However, Sammy's *Guilty Gear X* enters the 2D battle arena, easily rivaling the best fighters from the two long established companies.

GGX successfully combines the play mechanics of *Darkstalkers* and the *Versus* series. This means that players will encounter an abundant number of combos and chains, air combos, and tons of special moves. GGX also sports a few unique special moves, like one-

GUILTY GEAR X

Bow down, Capcom!

hit kills, which traditionally reside outside the genre.

Sammy has composed every one of the characters and 2D backgrounds in GGX in high resolution. This eliminates the cut-and-paste feel of the characters in many of Capcom's games,

which can be most conspicuously seen in *Capcom vs SNK*.

The only negative aspect that really hinders GGX is that sometimes the action can become quite chaotic. Fortunately, since combos require more

skill to execute, things never seem to get quite as chaotic and messy as *Marvel vs Capcom 2*.

Guilty Gear X ought to be a welcome addition to any fan's library.

► Tokoya

the BUZZ

The fighting system rivals the best Capcom fighters. There are tons of moves and combos, and precise controls.

LOOKING SHARP

Guilty Gear X sports graphics that are all done in high resolution. Not only does this make the entire appearance sharp, but eliminates the very artificial look of the characters.



▲ The super moves are quite nice to look at. Also notice the detail of the characters.



▲ The characters look okay, but they're at least fairly different from each other.



wounds will
heal...

PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
SONY CEA	SURREAL SOFTWARE	FALL	ACTION ADVENTURE	1	TO BE DETERMINED

PS2

PERCENT COMPLETE

65%



▲ Here's a good close-up of our lovely heroine, Rynn, and her faithful Dragon sidekick, Arohk. As a team, these two are pretty much unstoppable.



▲ As you explore the world of *Drakan*, you'll come across some interesting creatures. Most won't like you.

▼ There's a good amount of dungeon crawling also, just like in *Tomb Raider*. Fortunately, this game plays better.



While already known throughout the PC world, *Drakan* is a series that has yet to win over the hearts of console owners. Sony is hoping to change that when it releases *Drakan II*, an exclusive sequel to the Dragon-populated popular action/adventure title of past.

Following the continued adventures of the brave female warrior, Rynn, and her dragon, Arohk, *Drakan II* will feature some rather impressive visuals and a fairly original storyline. Basically,

DRAKAN II

The sequel to the PC hit soars onto the PS2

the immortal Spirit Dragons of the world are being held captive by some unknown force. Our heroine must discover who's behind it, free the spirits and bring peace to the world of

Drakan. How hard can that be, right?

One of the defining features of the first *Drakan* was how large its levels were. The sequel is following in that tradition with eight amazingly gargantuan environments that feature a staggering amount of detail. You'll have to explore the landscape on the back of your dragon as well as on your feet. The ground scenarios resemble *Tomb Raider*, but Rynn fortunately controls way better than Lara ever did.

If *Drakan II* can capture the charm and quality gameplay found in its predecessor, then there's no reason why it can't capture the same level of success. Either way, we'll find out this Fall when the game takes flight and lands in your local stores.

► Stephen Frost

FLIGHT OF THE DRAGON

While Rynn will explore a lot of the terrain on foot, you'll also be able to soar the air on the back of your dragon.



▼▲ While you can cover more area flying, you'll have to fight against other dragons.



▲ The world just looks like something straight out of a fantasy book.

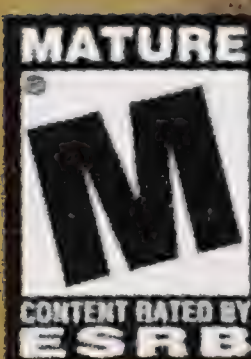
the BUZZ

While the PC title was good in its own right, the PS2 sequel will easily eclipse it with improved graphics and gameplay.



...but
your
mind
will be
scarred
forever.

SILENT HILL 2



Violence
Blood and Gore



PlayStation®2

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PUBLISHER	DEVELOPER	RELEASE DATE	TYPE	# OF PLAYERS	ESRB RATING
CAPCOM	CAPCOM DIGITAL STUDIO	JANUARY	ACTION	1	PENDING

PS2

PERCENT COMPLETE

30%

MAXIMO: GHOSTS TO GLORY

Capcom's comical action-platformer shows its serious side

Judging by its first world, Capcom's spiritual successor to the *Ghosts 'N Goblins* games is going to be absolutely huge. When finished, it will be divided into five separate worlds, each comprised of an introductory hub level and several sub-worlds. And once they're beaten, there's a climactic boss battle. We've only seen the "ruined kingdom" environment so far, but the game will also feature a frozen ship graveyard, a lush swamp, a fiery underworld, and finally the castle where the evil Achille — who's stolen away Maximo's sweetheart — is holed up.

Each level within these worlds carries a consistent theme, but offers up some distinct challenges, ranging from skull-spitting demon towers to pesky blackbirds who swoop down and steal Maximo's power-ups. They're also packed with hidden areas and items; there'll be a completion ranking after each one, so you know how many secrets are still left uncovered.

Challenge-wise, not only will players have to contend with things like

fiery lava jets and swirling whirlpools, but also some seriously crafty enemies. Each one requires a specific tactic to beat, and each stage boasts unique bad guys with different patterns. There are even plans to reward players based on how stylishly they defeat them!

Maximo: Ghosts to Glory's release has been pushed back to January, but from what we've played, platformer fans — and *Ghosts 'N Goblins* junkies — will definitely want to keep this one on their "games to watch" lists.

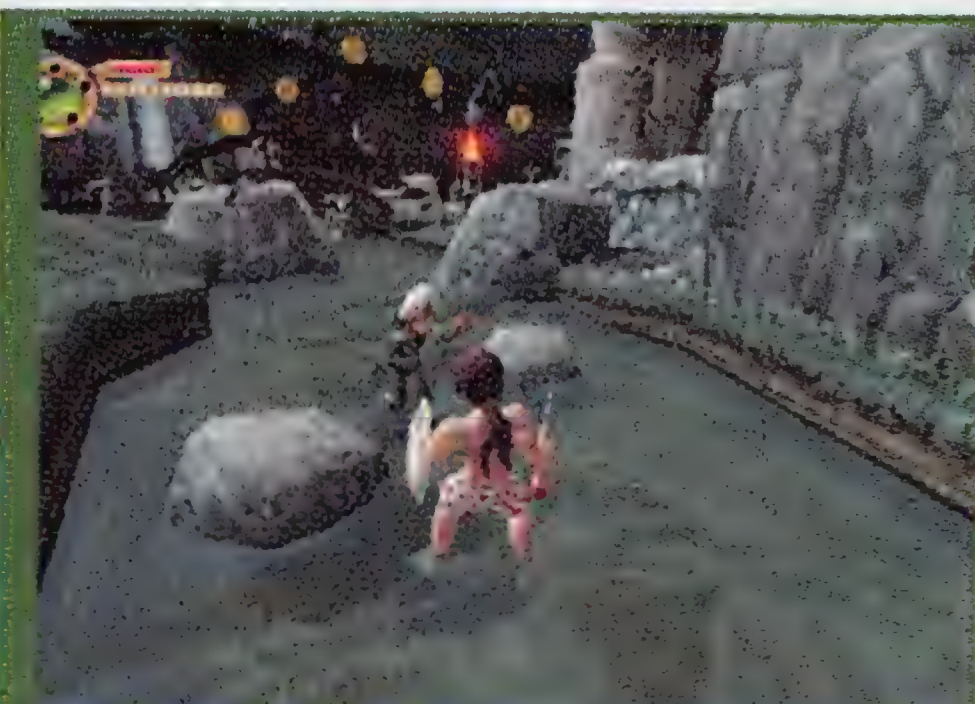
► Randy Nelson



▲ Every square foot is crammed with obstacles and precision platforming challenges.

the BUZZ

With huge levels, clever enemies, and loads of secrets, *Maximo* will definitely be more than just a run-and-jump arcade game.



▼▲ Though they share a consistent theme, each sub-level within the five main worlds has its own visual differences and challenges. They're also loaded with hidden areas and items to find to boost your completion percentage.

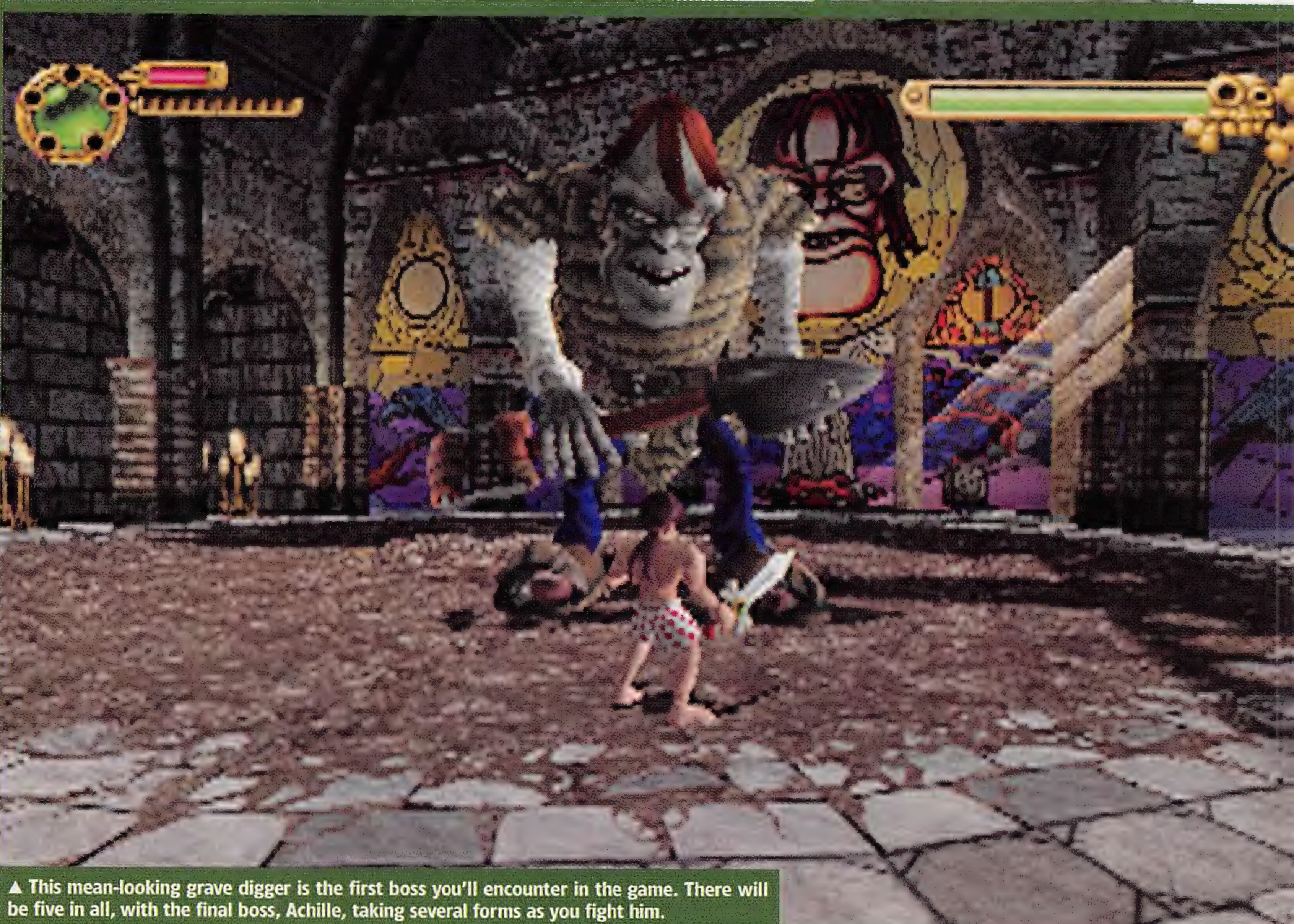


PROPS TO THE OLD SCHOOL

Maximo borrows a lot of classic elements from the *Ghosts 'N Goblins* games — even the main theme music is there!



▼▲ Fans of the *GnG* games will definitely recall the skull-spitting demon towers and the wizard who turns Maximo into a baby.



▲ This mean-looking grave digger is the first boss you'll encounter in the game. There will be five in all, with the final boss, Achille, taking several forms as you fight him.

The Legend of Alon D'ar



Discovery
Lies Within.



Violence



PlayStation®2



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The grass is always greener...

11 • 03 • 01

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The PSone

ALL-TIME

TOP 50

We celebrate the
PlayStation with
a 50-game salute

For our 50th issue, we felt that we should pay tribute to the little system that started it all for us, the original PlayStation. As the ol' grey box rides off into the sunset, now is the perfect time to present our definitive "won't change" list of the 50 best PlayStation games.

We based our picks purely on game quality, not nostalgia or how innovative the game was when it first came out. Also, sometimes only the best title from a series is picked,

because if you bought *Tekken 3*, there would be no reason to buy *Tekken 2*. However, if the games of a series are different enough, then more than one may appear on the list.

Finally, keep this in mind: Over 1,000 PSone games have been released in the U.S., and our list only represents the top 5%. So even our 50th game is a must-have title. While everyone's own Top 50 is bound to be different and we encourage debate, remember that they're *all* great games!

**50 BUSHIDO
BLADE**
SQUARE
OCT 1997

With its realistic one-hit kills, free-roaming environments and destructible objects, this simple, yet very deep, samurai-era fighter is still one of the most unique games the genre has to offer.

49 VIGILANTE 8
ACTIVISION
JUN 1998

As much as we liked *Twisted Metal II* when it came out, this later-generation car combat game has it beat across the board: level design, control, and graphics. Plus, you just can't knock its slick retro setting.

48 DRIVER
GT INTERACTIVE
JUL 1999

For anyone that's ever wanted to star in a great chase movie like *Bullitt*, this is a dream realized. The concept of playing a get-away driver is brilliant, and it's still one of the most photorealistic-looking PSone games ever released.

47 TENCHU
ACTIVISION
SEP 1998

This game really manages to put you in the shoes of a ninja assassin — stealth kills, rooftop sneaking, throwing stars, the whole bag of tricks. The sequel was alright, but in terms of overall design, the original's definitely the real deal.

46 SOUL BLADE
NAMCO
FEB 1997

Mixing swordplay and a traditional 3D fighting system, this is the best weapons-based fighter PSone has to offer. It's also one of the best looking fighters of the 32-bit generation — even its characters are great.

**45 COLONY
WARS**
PSYGNOSIS
NOV 1997

Space combat games have seldom looked or played better on any system. This one's still our all-around favorite in the series, even though it lacks the planetary missions of the later games.

44 EINHANDER
SQUARE
AUG 1998

This side-scrolling shooter's unique play mechanics, excellent levels, amazing graphics and unmatched production values make it the best of its type on PSone, and one of the best we've ever played.

**43 FEAR
EFFECT:
RETRO HELIX**
EIDOS • FEB
200

In terms of gameplay and length, this is easily one of the most well-produced adventure games ever. What really elevated it into then upper echelons, though, is its witty, engrossing, and mature story.

**42 RESIDENT
EVIL**
CAPCOM
MAR 1996

Its mix of haunted house chills, zombie movie gore, and puzzle solving may hail from the dawn of 32-bit, but this founding father of survival horror is still among the best (and scariest) experiences available on PSone.

**41 ALONE IN
THE DARK 4**
INFOGRAMES
JUN 2001

Sure, it's not exactly original, but it is longer, scarier, and better looking than Capcom's original *RE*. Plus, the emphasis on using a flashlight really breathed new life (and frights) into the genre.

**40 THE LEGEND
OF DRAGON**
SONY CEA
JUN 2000

Some RPG buffs might dismiss this as a *Final Fantasy* knock-off, but we find its innovative combat system very refreshing, and we also appreciate how its cinematics don't pull you out of the game.

**39 COLIN
MCRAE RALLY**
SONY CEA
FEB 2000

It might not look like much, but no other PSone rally title captures the feeling of off-road racing this well. In fact, the control is some of the best we've ever encountered in the racing genre, period.

38 RAYMAN 2
UBI SOFT
SEP 2000

Finely-tuned gameplay, cleverly designed challenges, and one of the most vibrant "living" game worlds we've ever leapt into make this a platformer that we love to play and look at. It's really like being inside an fantasy painting brought to life.

**37 TOMB
RAIDER: LAST
REVELATION**
EIDOS • DEC
1999

The fourth chapter in Core's adventure series took the best elements of the first game and worked out the kinks of the second two. Lara's new abilities, plus its level design and variety make this the best of the bunch.

**36 SYPHON
FILTER**
SONY CEA
FEB 1999

There have been lots of "special ops" action games on PSone, but this one really makes you feel like you're in an action movie. Plus, the levels and lock-on system are really well thought out.

**35 BREATH
OF FIRE IV**
CAPCOM
DEC 2000

This has always been one of the best RPG series for character development and well-written, witty dialog. Its fourth chapter is definitely the best of the bunch, both story-wise and graphically.

34 DINO CRISIS
CAPCOM
SEP 1999

Capcom turned up the action in this new take on survival horror, introducing excellent real-time 3D backgrounds and some terrifying Jurassic-era enemies. The tense mood is just right — it's a real shock-fest!

**33 CHRONO
CROSS**
SQUARE • AUG
2000

This long-awaited sequel to the classic SNES RPG not only showcases Square's attention to quality and story, but also some things we'd like to see in the *Final Fantasy* series, such as the ability to see enemies on the world map.

**32 ACE
COMBAT 2**
NAMCO • AUG
1997

In terms of realism, mission objectives, and mach-speed action, this flight combat game takes the cake. Armchair fighter jocks will also appreciate the real-world jets, not to mention the fast, detailed visuals which eclipse even *AC3*.

31 GRANDIA
SONY CEA
NOV 1999

Boasting some of the most unique art design in a PSone RPG, this game also wins big with an excellent battle system, good puzzles, a great story, and a truly epic feeling to the 70-plus-hour adventure.

**30 ROLLCAGE
STAGE II**
MIDWAY • OCT
2000

ATD got everything just right in this sequel to a game few remember. It's visually stunning, but it's the ability to race on ceilings and walls, plus some great weapons, that make this one of our faves.

**29 RESIDENT
EVIL 3:
NEMESIS**
CAPCOM • NOV
1999

The final *RE* game on PSone (we're not going to count *Survivor*) has the best backgrounds of the series, plus its randomized events and multiple plot branches really set it apart.

**28 CTR: CRASH
TEAM
RACING**
SONY CEA • OCT
1999

There have been a lot of go-kart racers on PSone, but none as good looking and great playing as this. It also has wonderful courses, and is surprisingly deep, thanks to a very well-designed adventure mode.

27 FIFA 2001
EA SPORTS
DEC 2000

Videogame soccer doesn't get a lot of attention here in the States, but this is certainly one game that no sports fan should overlook. The fluid control, field visuals, and team AI is some of the best to be found in any sports game.

**26 NEED FOR
SPEED III:
HOT PURSUIT**
EA • MAR 1998

Not only is the control and course design great in this racer, but its Hot Pursuit mode really puts it in a class of its own. We can't count how many hours we've spent playing it!

The Tremendous 25



25

MEDAL OF HONOR 2

EA • OCT 2000

From top to bottom, this is the definitive PSone first-person shooter. Its missions and atmosphere put you in the heat of WWII — its weapons, enemy AI, and graphics are amazing stuff, too.



21

FINAL FANTASY VIII

SQUARE • SEP 1999

Take the solid *Final Fantasy* gameplay, add in more human characters, a strong love story, plus lots of extra features and you get one of the most involving RPG experiences PSone has to offer.



17

PARAPPA THE RAPPER

SONY CEA

NOV 1997

Highly quirky, charming, and challenging, there's no denying that this granddaddy of rhythm games has some of the best music and characters on PSone. It's only out-classed by...



15

SILENT HILL

KONAMI

FEB 1999

If any game outdoes the *Resident Evil* series in freak-out factor, this is it. It's not as action-packed or deep, but the storyline, monsters, and camera work are definitely a notch above the other horror games.



13

SUIKODEN II

KONAMI • OCT 1999

One of the rare RPG sequels that continues the original's storyline, this game gets high marks for its polished combo of a masterfully written story, well-developed characters, and surprisingly fast-paced battles.



24

KLONOA

NAMCO • MAR 1998

It may not be the most complex or lengthy platformer, but man, is it great for what it is while it lasts. The stages, actions, and look of the game are really dialed in for that truly classic side-scrolling feel in 3D.



20

XENOGEARS

SQUARE

OCT 1998

Sci-fi themed RPGs are rare enough, but one this good is once-in-a-generation stuff. From its unique mech battle system to its thought-provoking story, you truly feel like you're part of an epic space saga.



16

UM JAMMER LAMMY

SONY CEA

AUG 1999

This semi-sequel to *Parappa the Rapper* has even better music, better "feeling" gameplay (the guitar just plain rocks), and the two-player modes take the experience over the top.



14

WIPEOUT XL

PSYGNOSIS

OCT 1996

Futuristic racers simply don't get any better than this. The handling is simply awesome, as is the track design, and the sense of speed is exhilarating. Plus, it still has one of the best soundtracks ever.



12

FINAL FANTASY VII

SQUARE • SEP 1997

It might not be the best looking in the series, but the first *FF* on PSone is a great mix of new technology and old-school gameplay. It also has the best story and most memorable characters overall.



23

SUPER PUZZLE FIGHTER II

CAPCOM • JAN 1997

We're hard-pressed to pick a better 2-player puzzler on any system. The teaming of furious block-clearing and classic Capcom characters is simply — and unbeatably — addictive.



19

FINAL FANTASY TACTICS

SQUARE • JAN 1998

In all respects, this is not only PSone's best strategy RPG, but probably the best on any console. You can't beat the mix of *FF* caliber story with incredibly complex grid-based battles.

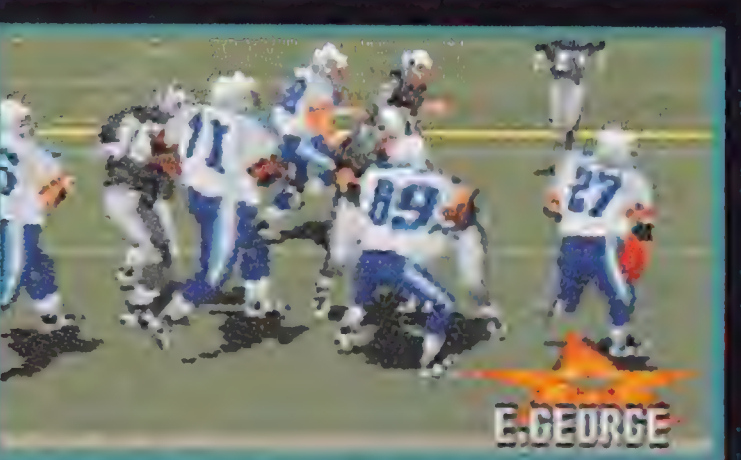


22

SPYRO: YEAR OF THE DRAGON

SONY CEA •

OCT 2000 Take some of the most polished "traditional" 3D platformer gameplay on PSone, combine it with an absolutely huge, varied quest, and you have this true gem in *Spyro*.



18

MADDEN NFL 2002

EA SPORTS

AUG 2001

Sports games are an important part of PlayStation, and they simply don't get any better or deeper than this year's *Madden*. Not only is its gameplay airtight, it's also loaded with extras.

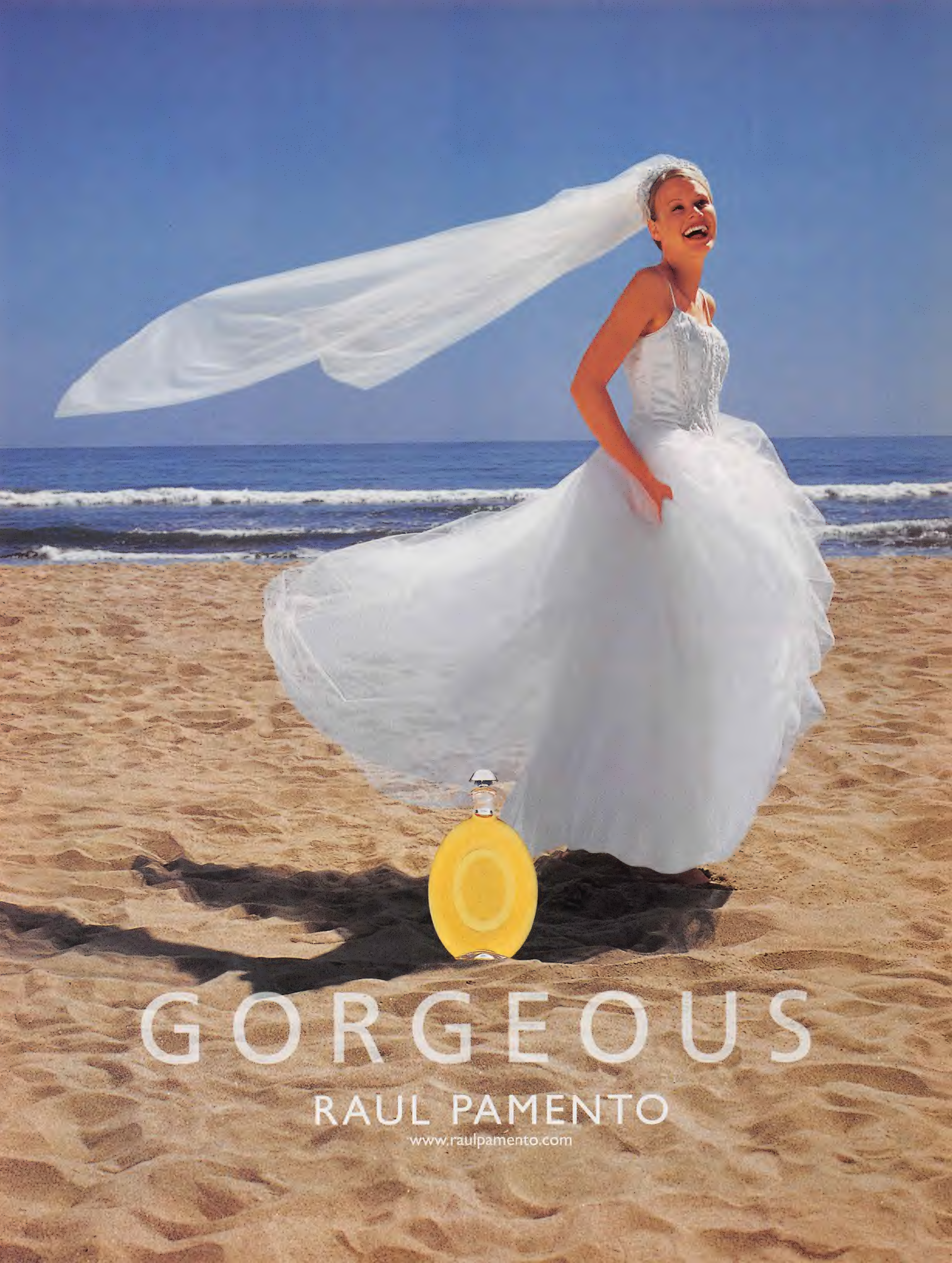


11

TEKKEN 3

NAMCO • AUG 1998

Hands down, the best 3D fighter on PSone. It's well balanced, has a great lineup of characters, and is incredibly deep. It also moves like a dream, making it one of the best-looking 32-bit fighting games, topped off by gorgeous trademark Namco cinematics. What makes this game even better is its wide array of exclusive extra that weren't in the arcade game. *Tekken Ball* and *Force Mode* (a side-scrolling beat-'em-up) added lots of replay value, and hidden fighters, like Doctor Boskonovitch, are simply too cool for school.



GORGEOUS

RAUL PAMENTO

www.raulpamento.com

The Truly Tantalizing 10



10 CRASH BANDICOOT: WARPED SONY CEA • NOV 1998 We love all the *Crash* games, but this one is dearest in our hearts. Why? It's just so darned fine-tuned and packed with gameplay. Seriously, this is the best "feeling" old-school style platformer we could ask for, and the level variety (be it jetskiing, motorcycle riding, or many others) can't be beat. It's pretty much the pinnacle of what can be done with this series, and Naughty Dog really saved the best for last.

9 TONY HAWK'S PRO SKATER 2 ACTIVISION • SEP 2000

Where the first game innovated, the sequel escalated the skateboarding genre to new heights. It has some of the most rewarding gameplay on PSone, or anywhere else, for that matter. It's incredibly responsive, and doing tricks just plain feels right. That's all well and good, but means nothing without great level design — something that *THPS2* has in spades. There's always something new to try, or a new secret to



find. It's made even deeper through character development, create-a-skater, and an awesome level creator that sends the replay value soaring. We're still trying to outdo each other's best skate parks!

8 R4: RIDGE RACER TYPE 4 NAMCO MAY 1999

In the whole of PlayStation arcade-style racing, we can think of a better game than Namco's final PSone *Ridge Racer*. The series got better and better through its many iterations, but it made a huge leap with *R4*. The graphics are better, the handling's better, and, most of all, the courses are without equal. Not only that, but the number of unlockable cars — while not in *GT2* territory — is huge, and the surpris-



ingly deep season mode adds icing to an already delicious cake. It's a testament to this racer's quality that we still play and talk about it regularly, and hold it as one of the best examples of the genre ever made.

7 STREET FIGHTER ALPHA 3 CAPCOM

• MAY 1999 How do you make the ultimate 2D fighter? Well, ask Capcom, since it did just that with its third *Alpha* game on PSone, down-sizing the arcade hit without sacrificing any noticeable amount of graphics, sound, or playability. Not only that: it's way better than the coin-op original, thanks to not only a bevy of new hidden characters, but also the exceptional mission-based World Tour mode. It's also incredibly deep



compared to the rest of the PSone's fighting games, thanks in large part to its huge roster of characters and ground-breaking *Ism* system, which outfits them with multiple player-selectable fighting styles. *Hadoken!*

6 FINAL FANTASY IX SQUARE • NOV 2000

Square went back to basics with the storyline and visual design of its last *Final Fantasy* on 32-bit — dragons, knights, pint-sized characters and all — and we ate it up. The look of this game is phenomenal, from backgrounds and FMV to its characters. While not as dramatic as *FFVIII* or as ground-breaking as *FFVII*, it nevertheless represents the best overall presentation of *Final Fantasy* (and RPGs) on PSone,



story, art, and gameplay-wise. Plus, it's a real treat for those who fondly remember the original NES and SNES games — or anyone who wants to see where the series came from and why it's so beloved.

5 GRAN TURISMO 2 SONY CEA • DEC 1999

GT2 isn't necessarily a game you *play*, but rather one that you *live*. It's billed as "the real driving simulator", and that ain't just hype — simply put, there is no racing game that is more realistic on PSone or any other system of the last generation. While its courses aren't as memorable as *R4*'s, the rest of the game outclasses it turn for turn. It's incredibly deep, with an almost deity-like level of control over car settings, and the number



of challenges boggle the mind. Even more mind-numbing is the massive car roster, which features just about every big-name set of wheels imaginable. It's a daunting game, but worth every bit of effort.

4 RESIDENT EVIL 2 CAPCOM • JAN 1998

Without taking it to a completely different genre, Capcom pretty much rewrote the book on survival horror with its second game in the *RE* series. Everything is bigger and better: the graphics, the gameplay, the challenge, and especially the shock-factor. *RE2* also continues to be a standout in that you play through it with two characters, in essence getting two separate (yet intertwining) games. This translates into a hugely



replayable experience that's still, without question, the scariest on PSone. Its presentation also truly delivers that big-budget Hollywood feel. Crank up the stereo, kill the lights, and see what we mean!

PlayStation®2

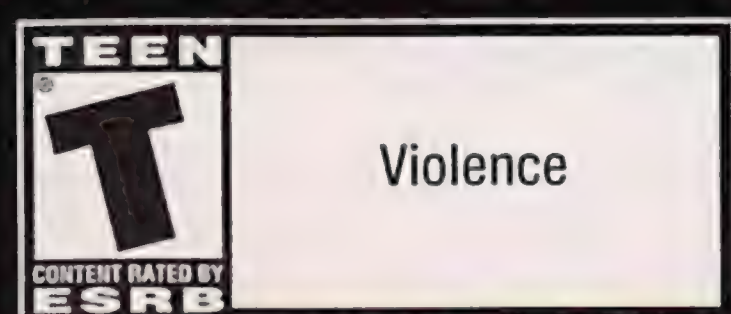


*She was hot.
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3

CASTLEVANIA: SYMPHONY OF THE NIGHT



ILLUSTRATION: LUIS ROYO

KONAMI • OCT 1997 Since the days of the 8-bit NES, *Castlevania* has been one of gaming's most loved series. It's had its share of rough spots, but its first outing on PlayStation certainly wasn't one of them. Combining the series' classic adventure-platform gameplay with cool RPG-style character development, Konami deftly re-invented the series and created one of the top action/adventure games of all time. Not only is its gameplay unmatched for a game of its type, but it remains one of the most visually impressive titles in the PSone library, despite the fact that it's a 2D game on a predominantly 3D system. The attention to detail it showcases is truly amazing, and its atmosphere even more so. Helping things along is one of the greatest mood-setting music

soundtracks we've ever heard. On top of it all, its game world — the interior of Count Dracula's castle, for the uninitiated — is brilliantly designed, not to mention downright huge. Every area of the game boasts its own very unique enemies, theme, and challenges, and the boss battles are classic in their



own right. In fact, in the end, this game is just that: a classic. It's the ultimate melding of old-school gameplay with 32-bit era depth... and it's one experience you'd be a (blood) sucker to miss.

2

APE ESCAPE

SONY CEA • JUN 1999 If *Castlevania: SOTN* represents the ultimate melding of classic gameplay with new-school know-how, then *Ape Escape* is a new breed of game that's rooted firmly in the 32-bit generation — and will hopefully inspire many more firsts like it. Sure, it's a 3D platformer... but that's only what you see at face value. Look a little further and you discover just how ingenious it really is, which makes us more than a little sad that it never caught on with more gamers. In a nutshell, this game isn't just cute and good-looking, it's damn clever. It's the only game to *require* a DualShock controller to play, and for good reason: it does a heck of a lot of things with it. Instead of just jumping on monkey's heads — in a stroke of zany genius, you hunt monkeys — you have to catch them in a net, which is swung with one analog stick. You also have to crawl and hide, per-

formed by the seldom-used R3 and L3 "buttons". Even more charming are mechanics such as a row-boat that used both sticks as oars, and an RC car that controls like the real thing. Combine all of this with brilliant cartoon-style graphics, great level design, cool characters, and downright wacky story elements and you have a platformer that just couldn't be done on any previous system. This is the kind of game that PlayStation was designed for, and it not only tops the platformer genre, it topples it. So, defy the norm and go get a copy. You'll be glad you did — and so will we!

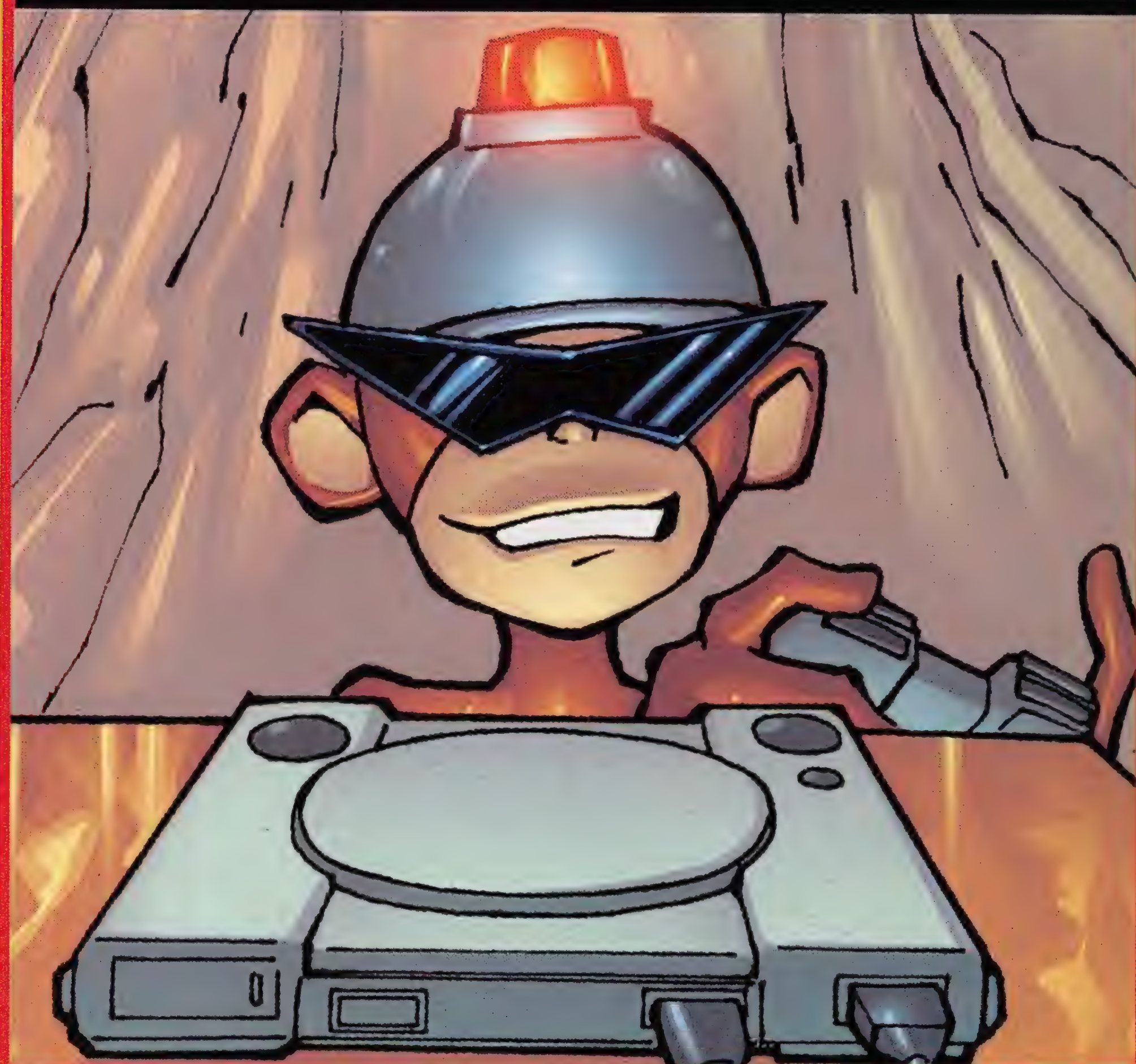


ILLUSTRATION: RYAN KINNAIRD

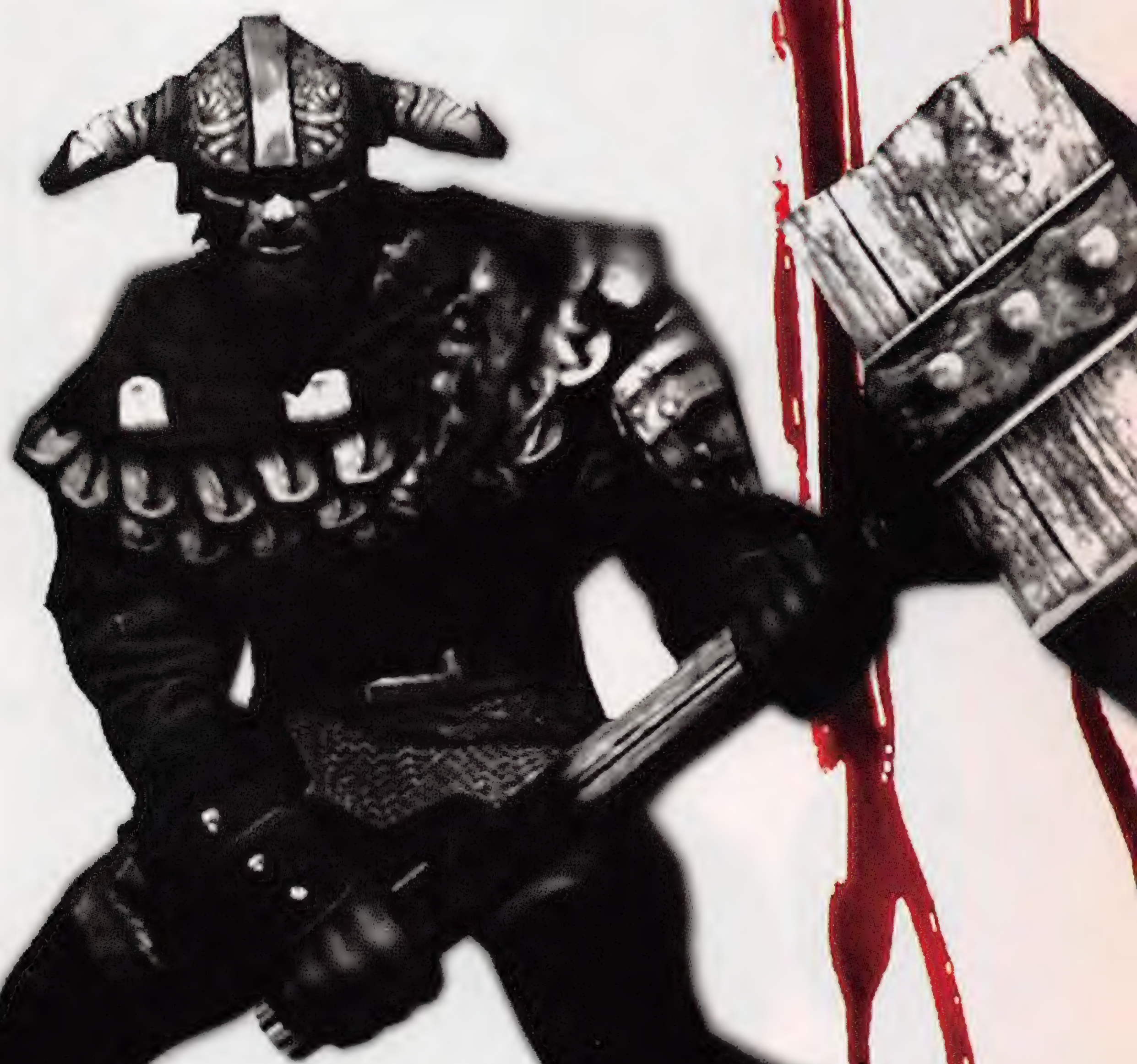
Before camouflage,
warriors didn't hide.



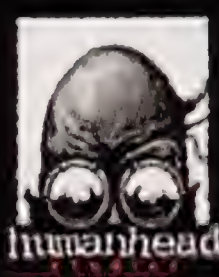
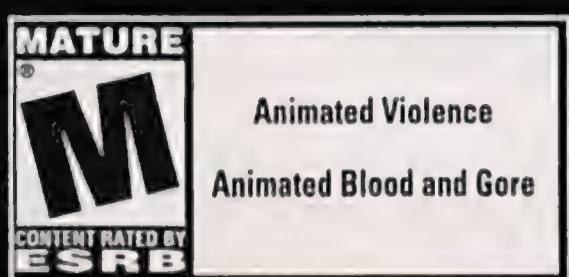
RUINE

VIKING WARLORD

One unstoppable viking on the road to Valhalla.



PlayStation®2



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METAL GEAR SOLID

KONAMI • OCT 1998 If one game could sum up PlayStation — and that's no easy task — then this is definitely it. So, why did we decide on *MGS* as Numero Uno? Maybe it's the graphics. It could be the gameplay. But in the end, we guess it all comes back to something we've talked a lot about in ranking these games: the experience.

When Hideo Kojima and his team set out to make *MGS*, they'd never made a 3D game before — but they had a vision. The result of which is part game, part movie, part secret agent simulator that sucks you right in from the

opening credits and never lets go. Through skillful use of the PSone's graphics and audio power, you really feel like you're Solid Snake, making your way into the captured military compound on Shadow Moses Island. By arranging hundreds of Lego pieces in the real world, Kojima made sure that the game world is as fully realized as possible on the hardware. Even honest-to-goodness military consultants were brought in to ensure that the game's weapons arsenal and tactics were the absolute real deal.

Through the unforgettable art of Kojima's right-hand



man, Yoji Shinkawa, the game's characters come to life — and you grow to really care for them through a Hollywood caliber script and dialog that's expertly voice acted. The gameplay itself

is every bit as solid (if you'll pardon the pun). Every move Snake makes, every shot he takes, and every bone he breaks is well executed.

MGS is loaded with the kind of plot swerves and action sequences found in the best action movies — but with you as the star. Behold the pinnacle of 32-bit gaming.



ILLUSTRATION: TRAVIS CHAREST



WILL YOU START CRYIN' WHEN THE BULLETS START FLYIN'?

There there. Some just can't handle the pressures of blazing gun battles, machete-swinging maniacs and high-speed chases. And if you happen to be one of these types, we won't blame you...WUSS. But if you enjoy some serious gunplay, come on down, friend. And bring a buddy. There're more than enough bad guys in need of a good blasting.



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PlayStation 2

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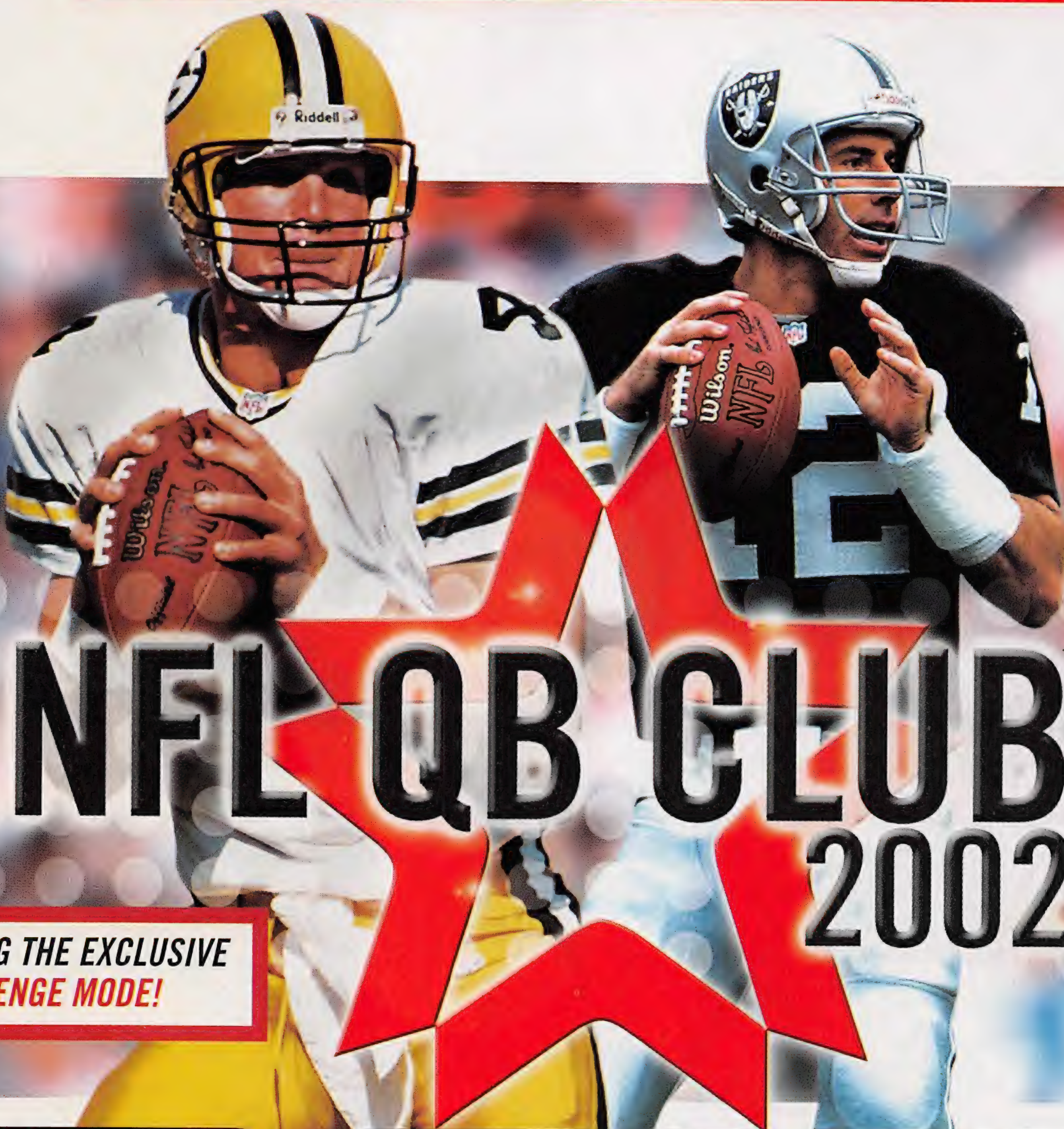
Violence

**TIME
CRISIS 2**

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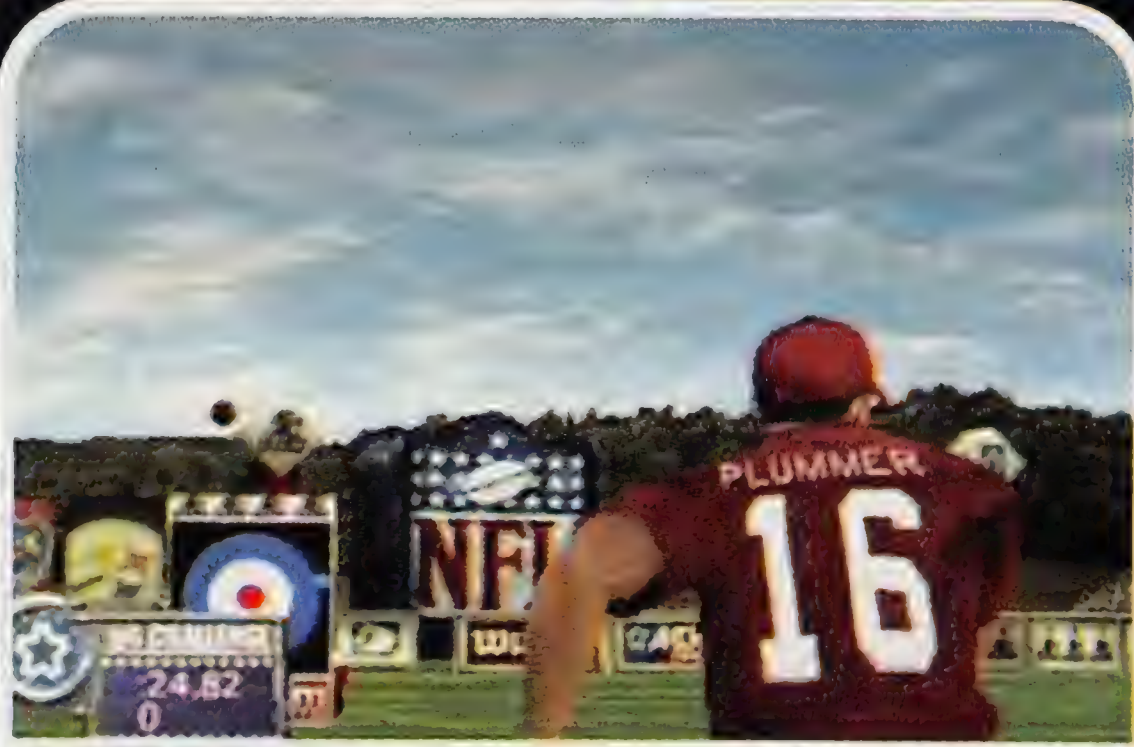


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Exclusive Challenge Mode, Featuring
4 Head To Head Events



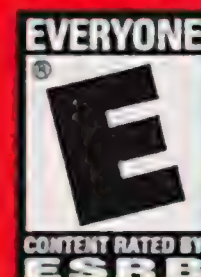
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And Play-By-Play From
Kevin Harlan And Bill Maas



Unlock Retired Greats Like John
Elway, Dan Marino And Steve Young



PlayStation®2



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STRATEGY

Tips, guides and cheats that will make you a winner

Contents

100 ► Chrono Trigger

098 ► Extermination

100 ► Final Fantasy IV

102 ► Madden NFL 2002

102 ► Rune: Viking Warlord

096 ► Silent Scope 2

096 ► Time Crisis 2

104 ► CODES

TIME CRISIS 2

We show you how to unlock all of the secrets and mini-games on **pg. 96**

TAKE THE PSM CHALLENGE!

RULES: Challenges are limited to one entry per person. That means you can't send an entry for each challenge; if you do, you'll be disqualified. If you cheat or use codes, you'll be disqualified. The final letter for the contest will be accepted on **November 1**. If there are multiple winners, then we'll do a raffle. To prove that you accomplished one of our challenges, either send a picture or a videotape (sorry, but we can't return them). Sorry, no e-mail entries! **SEND YOUR ENTRIES TO: PSM September Challenge # (the challenge you're entering), c/o Imagine Media, 150 North Hill Drive, Brisbane, CA 94005.**

CHALLENGE #1: Time Crisis 2

Complete Crisis mode and videotape or photograph the menu screen, proving that you've completed the objective.

CHALLENGE #2: Castlevania Chronicles

Since this game is extremely tough, simply complete the game and videotape or photograph the ending sequence. Good luck!

CHALLENGE #3: Chrono Trigger

Obtain Ending 2 according to our strategy guide and videotape the ending sequence. If you use a camera, photograph a picture of you beating Lavos in the Ocean Palace.

CHALLENGE WINNERS for the July issue:

TWISTED METAL BLACK

Anthony Ortiz of Wafb, MI

MAT HOFFMAN'S PRO BMX

Jordan McCarley of Lewiston, IA

CRAZY TAXI

Dan Herrick of Horton, MS

THIS MONTH'S PRIZE PACKAGE:

Twisted Metal Black Jackets



TIME CRISIS 2

Hidden Modes

There are tons of hidden modes in *TC 2*; we tell you how to unlock them.

▼ This is where you will unlock the majority of the hidden features; be persistent, and get them all.



ARCADE MODE

Mirror Mode	Finish the Story mode with one credit
Automatic Weapon	Finish Story mode twice
Infinite Ammo	Finish the Story mode using Auto Weapon
Wide Ammo	Finish the Story mode using Infinite Ammo
One Stage Trial 2	Finish Stage 1 in Story mode
One Stage Trial 3	Finish Stage 2 in Story mode
Increase Credits	Every time the player uses all

Arcade Special

credits in Story mode, one extra credit is added. After nine credits, the credits change to FREE PLAY.

Special Arcade 2 Extra Unlock Shoot Away 2 Extra

▼ This is another area where you can unlock a lot of cool stuff. However, it's tougher than Arcade mode.



CRISIS MISSION

Crisis Mission	Finish Story mode
Hints	Fail the mission a set number of times
Days 2-5 and Final Day	Clear the majority of the previous day's missions.
Mission Ex DAY 1-5	Finish all of the missions for that day
Final Mission 2	Finish all hidden missions as well as the Final mission
Music Player	Finish the very Final Mission

▼ Sweet little minigames to blow away the time.



QUICK & CRASH

Additional Minigames Place within the top five in Standard or Final cup and you'll be able to unlock a variety of minigames.

▼ This reminds me a lot of *Duck Hunt* for NES. It's nothin' special, but it is kinda nostalgic.



SHOOT AWAY 2

Extra Mode Get the High Score in Retro mode of Shoot Away 2, and unlock the Extra mode. It's a simple, but nostalgic, game.

SILENT SCOPE 2

Bosses And Other Tips

Here's a strategy to beat the bosses. Plus, we have included a few codes.

TIPS AND CODES

Extra Continues, Health and Time Limit

Continue more than 100 times, and get infinite continues. Continue more than 30 times and you'll get four continues.

Continue more than 15 times and get 3 continues. If you die a lot, the game will give you more health. Finally, if you constantly run out of time, you can increase the time limit. Check the Game Settings under Options to adjust this stuff.

Extra Options

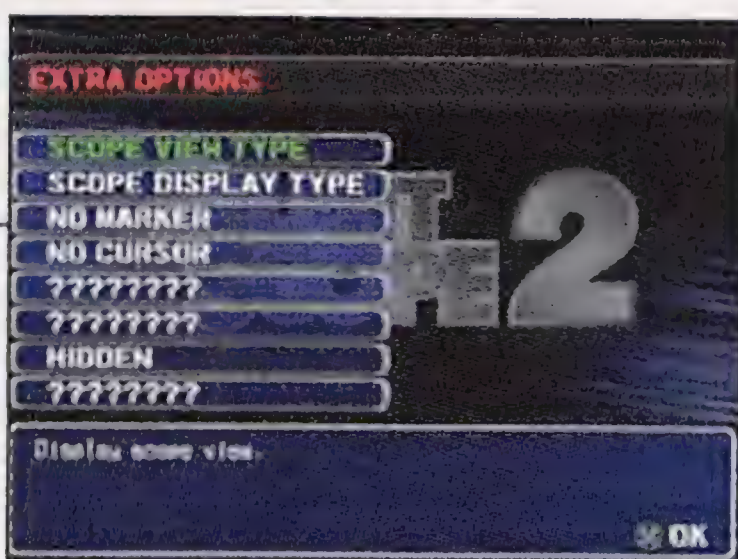
Playing through the Arcade mode on different difficulty levels will also unlock a variety of features in Extra Options, including Scope View Type, No Marker, No Cursor, etc.

Half of a Health Pack for 5 seconds

In Arcade mode, pause during gameplay and input the following code: ↑↑↓↓←→←→⊗⊙

5 Seconds for Half of a Health Pack

In Arcade mode, pause during gameplay and input the following code: ⊙⊗→←→←↓↑↑



BOSSES

Tanya

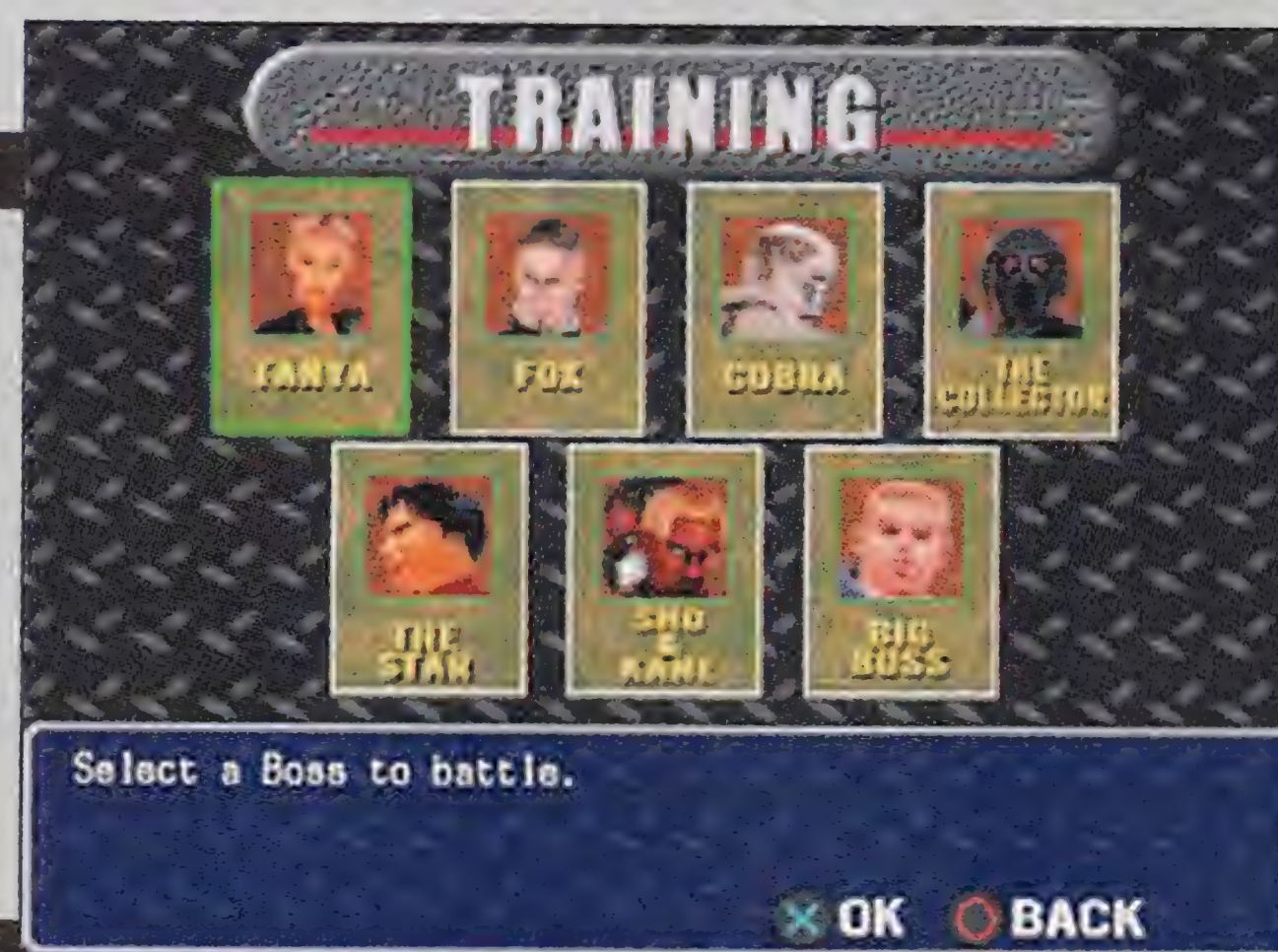
Don't try to shoot her when she is running; shoot at the center of the flame once she stops. You can usually get off two shots before she moves again. If you hit her at least once, this should stop her from burning you.

Fox

Quickly take out the enemies in white so that you can concentrate on the boss. If you go for the head shot, good for you, but it's not necessary. If you continue to hit him on any part of the body, he will stop firing and miss you. Either method should work fine.

Cobra

The easiest way to dispose of him is with a head shot. In the beginning, position the crosshairs just to the right and down of the hostage's armpit. When Cobra throws something at you his head will stoop down into this area; when he does, shoot him immediately.



that I can tell you is that you need to identify him when the scope isn't zoomed in, and when you find him, hit him.

Sho and Kane

I suggest that you go to the Boss Training mode to figure out their pattern. Since you have two enemies and they move quickly, time will be crucial; so go for the headshot. The best time to do this is when they are about to throw a knife at you, or when they charge at you — in both cases, they are momentarily stationary, making a headshot possible.

Big Boss

In the clock tower in the windows just above the clock's face, you'll notice Big Boss dancing with the chick. Although you're moving a lot, you should be able to nail him in the head for the final shot. After that, just be careful to hit the chain link and let him fly.

The Collector

The first part of the fight should be easy; just shoot the barrel of the tank a few times. When he gets out, he doesn't put up much of a fight. Like the second boss, either go for a quick headshot, or just shoot him a bunch before he can get off any shots.

The Star

You're more likely to run out of time than be killed by him. Your main objective should be to hit him in the head ASAP. It may seem easy, and you may think that you hit him in the head, but it can be quite tough. All

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ARCTIC
THUNDER



PlayStation®2



Mild Violence

EXTERMINATION

Advanced Strategy

Although most of you may have already finished the game, we've provided some advanced tips that might make playing a second time (or first) a little easier.

ADVANCED TIPS

Line Traps

You'll encounter a variety of traps throughout that have a wire strapped to explosives in your path. Simply get close, and cut them with your knife. Also be aware that these traps don't stop any monsters.

Green Core

On everyone of the bugs, you'll notice that there's a green core. If you can, always try to use the sniper mode to hit this core. This will dispose of them quickly.

Command Center

You'll find a save point and an MTS Vaccine. Cut the line trap, or go around to where the white box lies in front of some hanging wires spitting out electricity. Destroy the box with your knife and crawl under the wires. Use the code (51204791) that you got from the window. Also grab the box containing a Booster shot in the bottom right corner.

Invisible Snow Mutants

Once you cross the bridge, immediately go left and grab the flamethrower. Now go straight and slightly to the left. You should find a truck with its back open. Go in here for safety. The monsters should hang to your left while you're inside of the truck. So, first destroy those barrels to hurt them, and run back inside. Now, jump out and shoot them, and jump back inside. Repeat this process until they are all dead.

Long Armed Boss

Kill all of the surrounding enemies, especially the two pods that lie in the pit with this boss; this will make this fight easier. Now during the fight, hit the little glowing ball at the base of the monster immediately after it attacks. When it twirls its arm, it will unleash three slams. Simply run left and right to avoid these slams. When it does the giant swing attack, simply run to the opposite side of where it begins the swing; it will never touch you. When small enemies appear, quickly waste them. You'll probably have to hit the glowing ball 20-30 times to kill it.

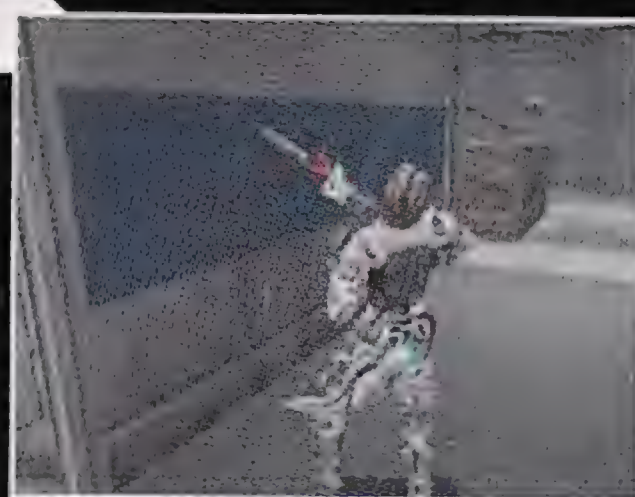
Marine Battle

Constantly move around to dodge his

ENEMIES

SMALL BUGS

These are the most common enemies around. To conserve ammo and life, I would ignore them most of the time. If you do avoid them, constantly stay on the move so that they cannot attach themselves to you. Only attack them if you're surrounded.



MUTANT DOGS

I suggest eliminating them when you can. Fortunately, they're easy to kill. If you move around, they will do a jump attack and miss, leaving them temporarily stunned. During this period shoot them as much as possible.



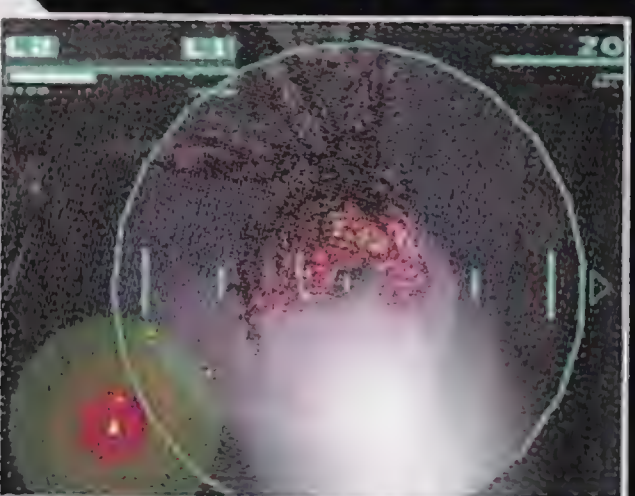
PURPLE BATS

These enemies are elusiveness. Try to move around when you can't see them, or if they attack. Once you spot one at a distance, just open fire. If you have more than one attacking you, stick 'n move.



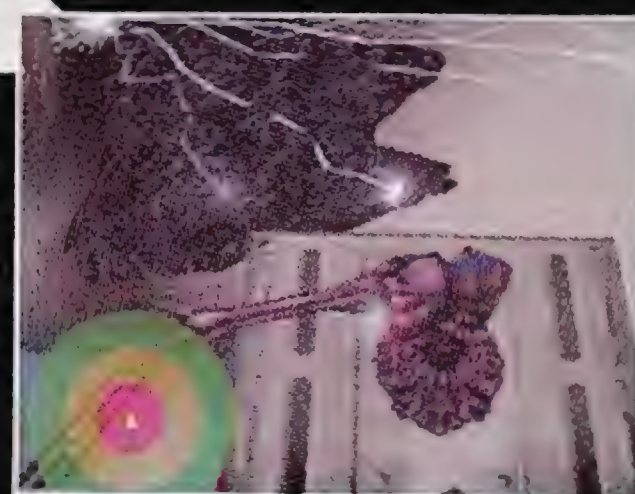
MUTATED MARINES

Although they won't infect you, their guns will tear you a part. When fighting, try to find cover somewhere; I suggest finding a pillar or crate. When they open fire, hide; and when they stop, jump out and shoot. Try to target the core to off them quickly.



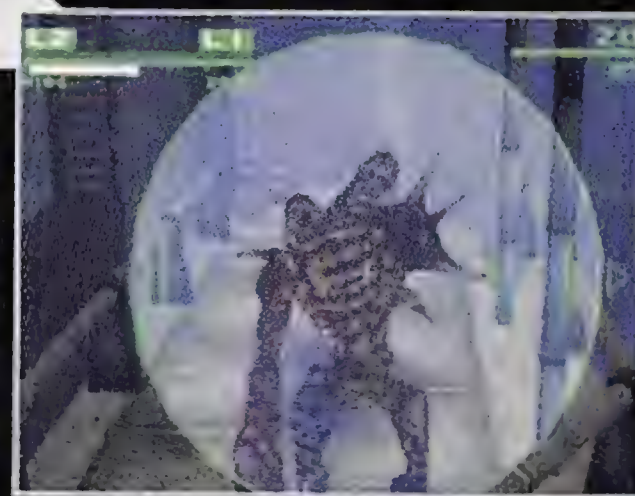
MUTANT TURRETS

Simply shoot at their cores with your scope from a distance outside of their firing range. If you're within their range, they can cause some serious damage, so be careful.



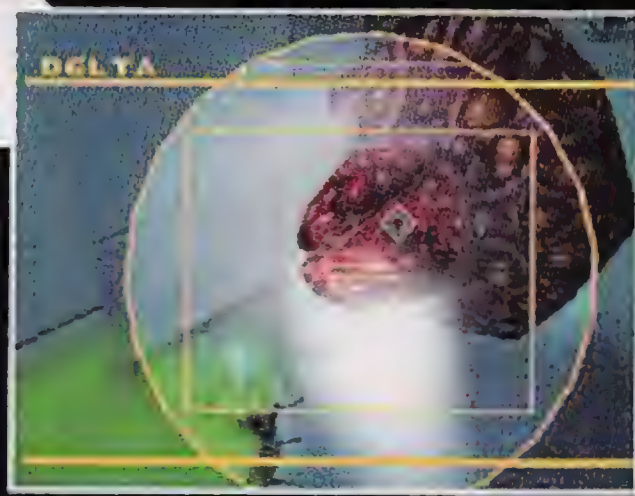
MUTANT HUMANS

These enemies are common, but not a huge threat since they are fairly weak. However, they can infect you and cause serious damage if they can get close. Just stay at a safe distance and open fire.



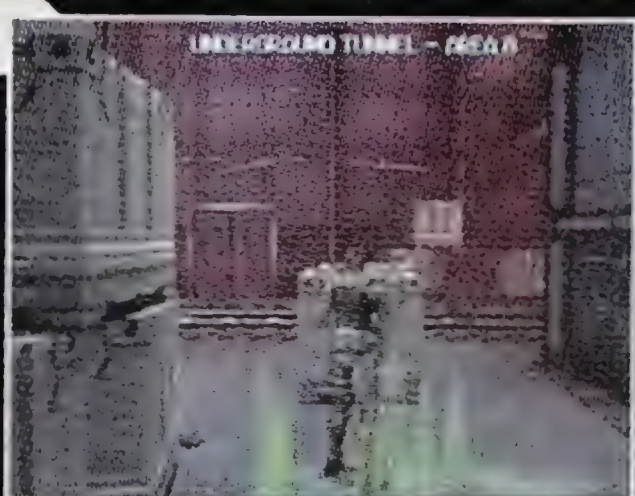
MUTANT BUG REPLICATORS

Although they cannot really hurt you directly, they spawn those annoying little bugs that can. Kill them whenever you see them.



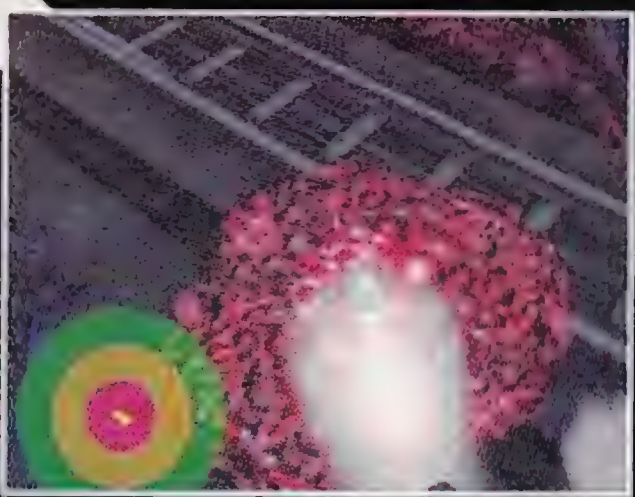
INFECTIOUS H2O

There are two types of water creatures: one that resembles spikes that cause infection, and another that takes form and attacks you. Neither can be hurt, so flee from them.



MUTANT PODS

These are just like the normal blobs, except that they have a core and can hurt you if you walk over them. Just shoot at the core before you walk near them.



missiles, and stop to fire a grenade when you can. Repeat the process until he's finished.

Cooling System

After you enter the high security area of the Control Tower, turn on the cooling system. However, there's a wall of water blocking you. Run into the water as far as possible, and slash the pipe with your knife. Turn on the cooling system. Once the water freezes, break the ice.

Completing Extermination

Once you complete the game, save it. Start

from the beginning. This time you'll start with a load of ammunition and health packs. Although this seems minor, and we're not sure whether you get an alternate ending, you would think something might be different.

Final Boss

Winning this battle depends on the position of the boss. If he hangs around the sides of the hovercraft, ascend the ladder, go up the walkway at the end of the boat and waste him with the mounted machine gun. If he fights from the rear of the hovercraft, get on top of the truck and blast him. When those

bags of goo are fired at you, be sure to eliminate them before you proceed with your battle. When the boss jumps on-board with you, there are two methods of killing him: either waste him with the Missile Launcher, or shoot at his glowing core. For the final version of the boss, climb on a crate and fire a missile at the deck; this will hurt the boss and kill any smaller enemies crawling around. Now just move around to dodge fire and hide behind boxes for cover. When it's safe, stop and launch grenades and missiles at it.

PlayStation®2

Grand Theft Auto III

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AREN'T ANY OTHER
TITLES LIKE IT OUT
THERE. EVEN IF THERE
WERE, I HAVE A
FEELING THAT THEY
COULDN'T EVEN BEGIN
TO COMPETE"
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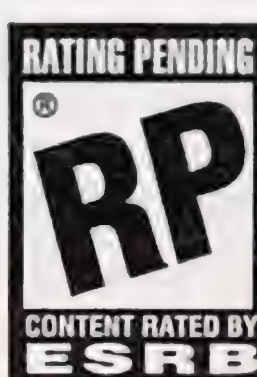
"ONE OF THE MOST
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FINAL FANTASY CHRONICLES

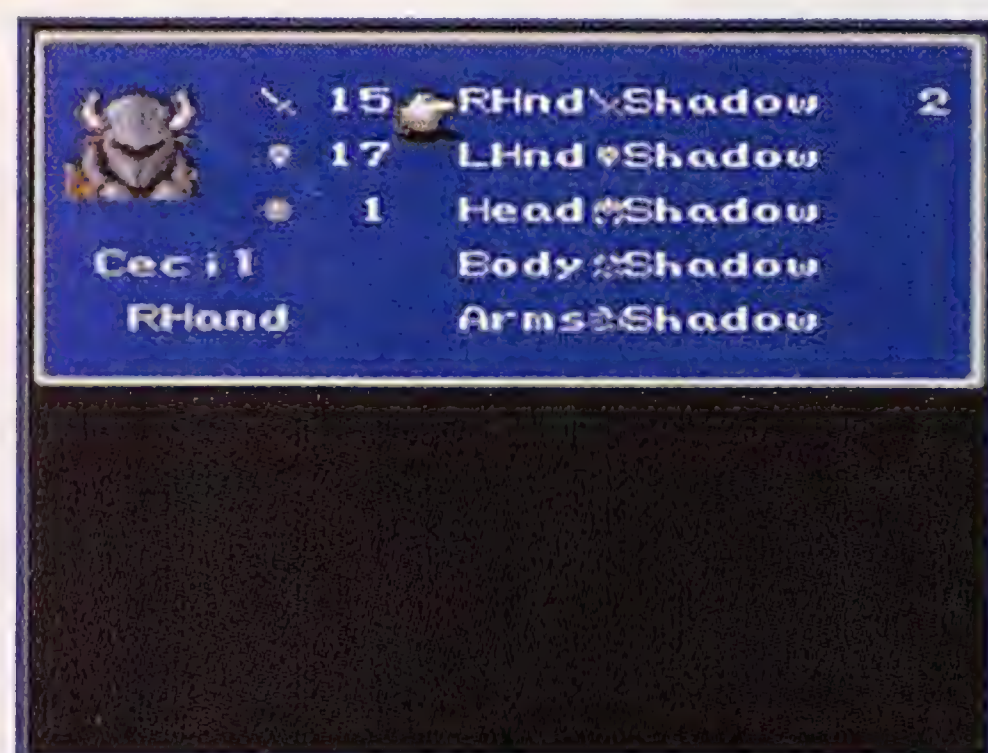
Strategies and Secrets

Here are the secrets and glitches you may have missed the first time you played these games through. Good luck and have fun!

FINAL FANTASY IV

Although you may have beaten it, there are a few secrets and glitches you might have missed the first time through.

Duplicate Weapons



1. Equip Cecil with the Ancient sword, which you can sell for 9500 Gil. Engage in a battle where the enemies aren't tough.
2. When it's Cecil's turn, choose the Item command. Select an empty space in the inventory, and then remove the Ancient sword from Cecil's right hand.
3. Finish the battle and open the menu. Equip Cecil with the Ancient sword, but this time it shows that there are two Ancient swords in his hand.
4. To separate the swords, remove the two Ancient swords from Cecil's hand again. Then equip it again right away. Now one Ancient sword will be equipped in his hand and the other will remain in the inventory.
5. Stack up as many Ancient swords as you like. When you reach 100 or so, you can trade them in for 950,000 Gil!

Dwarf Castle Crystal Glitch

After beating Calbrena and Golbez at the Dwarven Castle, Rydia returns. Cast Warp immediately after King Giott finishes speaking. This will transport you to the Crystal room that is behind the throne. If you snatch the Crystal now, you won't have to travel to the Sealed Cave. However, you must still take Luca's key, and enter and leave the cave. Also, Kain still takes the Crystal, as if you've defeated the Evil Wall for it.

Get Excalibur

Get the Rat Tail from the Land of

Summons. Now go to the Mythril Village, via the Hovercraft connected to the enterprise. If you follow the shallows southeast, you find a cave; this is Adamant Grotto. Go in and speak with the character in blue; give him the Rat Tail. He'll exchange it for a piece of Adamant. Return to the underworld and go to Kokkol's blacksmith. If you hand the piece of Adamant to Kokkol, he'll make you the Excalibur. Only Cecil can use this weapon.

The Knife

Talk to Yang's wife immediately after emerging from the Underground; she will hand you the Frying Pan. If you smack Yang with the pan in the Sylph's cave, it will knock Yang to his senses. Return the pan to Yang's wife and she will award you the Knife. This is the most powerful missile that the Ninja

can use; it always causes 9999 HP worth of damage.

The Developers' Secret Room

In the Dwarven Castle, go to the Rally-ho Pub. The entrance to the pub is hidden in between the Weapon and Armor shops on the second floor. On the bottom-right wall of the pub, there is a secret passage. Go through it to the Developers' Room.

Adamant Armor

Immediately before descending to B6 of the Lunar Subterrane, there is a single room on B5. In this area you have a chance of encountering an enemy called Pink Puff. Use the Alert item to call these enemies. After defeating them, you may receive the Pink Tail. If you do, take it to the tail collector in the Adamant Grotto to get the Armor.

CHRONO TRIGGER

Here is a list of the following conditions for obtaining the various endings of Chrono Trigger.

Ending 1

After Crono returns to life, examine the Bucket at the End of Time to fight Lavos. By the way, obtaining this ending will unlock New Game+ mode.

Ending 2

1. In New Game+ mode only, when you're in Leene's Square immediately after Marle joins the party, locate Lucca's teleportation device and examine the shining dot on the right pod.
2. Or, beat Lavos in Ocean Palace, which prevents Crono's death.

Ending 3

In New Game+ mode only, after you beat Yakra for the first time in the Cathedral, and before the trial, return to Leene's Square 1000 AD. Again, inspect the shining dot on the right pod of Lucca's Device to fight Lavos.



Ending 4

1. Upon first visiting the old man at the End of Time, inspect that bucket and beat Lavos.
2. Or, in New Game+ mode, after defeating Heckran, inspect the shining dot of Lucca's device.

Ending 5

After you go to 600 AD for a second time, and before receiving the Hero Medal from Tata, return to the End of Time and examine the bucket and beat Lavos.

Ending 6

Immediately after receiving the Hero Medal from Tata, return to the End of Time and beat Lavos.

Ending 7

Once you retake the Gate Key from Azala, whole stole it in Ioka Village 65,000,000 B.C., go to the end of time and inspect that little old bucket. Beat Lavos.

Ending 8

At the Cursed woods, give the repaired Masamune to Frog. Immediately go to the



End of Time and use the bucket and defeat Lavos.

Ending 9

After beating Magus in his Lair, return to the End of Time, via the Mystic Mountains. Use that bucket and destroy Lavos

Ending 10

After beating Tyrano, and before Schala unlocks the magic seal to the Ocean palace, return to the end of time. Use the Bucket and beat Lavos.

Ending 11

After Schala unlocks the sealed door at Zeal, return to the Gate. Go to the bucket, and fight Lavos. However, remember not to use the Pendant at the Mammon Machine.

Ending 2

When you receive the new Epoch, return to the End of Time, do the Bucket thing, and beat Lavos. Crono must be dead!

Ending 13

Let Lavos kill you at anytime.



A DARKER JUSTICE MUST BE SERVED

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TEEN
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BATMAN VENGEANCE

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DIGITAL



Next Gen Action with over 500 animated Batman moves



Next Gen Gear including 10 devices like remote charges

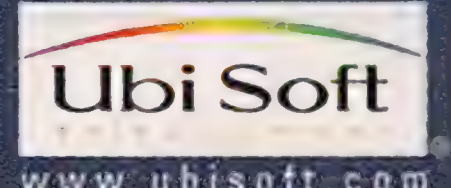


Next Gen Combat with intense martial arts combos



PlayStation 2

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RUNE: VIKING WARLORD

We've detailed some of the more difficult sections in the game. Good luck.

Enemies And Tips

HORNBORI POOLS

The hardest parts don't really come until the final third of the game. In Hornbori Pools, you'll encounter a giant fish and there's no way to kill him. Swim to the other chamber, where you'll see a weak-looking column. Put the column between you and the fish, and it will knock it down, enabling you to climb up on the platform.



THE DARK DWARF

Don't attack him directly, and hide behind columns when he attacks. Rather, go through the green portal to the upper level, where you must activate a switch, which "electrocutes" the dwarf. When you do this, another green portal will open across from you. Enter that portal and repeat the process a few more times. Exit through the golden portal.



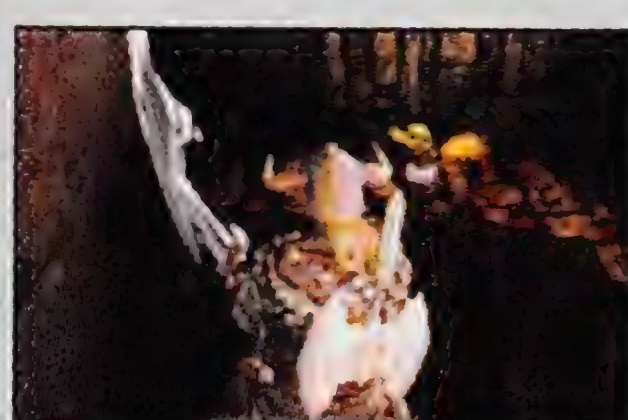
SARKS

These enemies are among the toughest in the game, and you see more and more of them towards the end. The best way to fight them without taking massive amounts of damage is to add rune powers to your weapon or find a rune of bloodlust. Failing that, try "slashing and dashing" or hiding behind columns and then attacking from behind.



TRICKSTER'S MAZE

First, go right, straight, and straight again. With the chasm behind you, go left, straight, right. Upside down: go right, straight, left, straight, straight into the portal. Go right, left, right, straight, right. Sideways: go straight and down, straight and down and into the portal. Finally, go right, left, straight and then left, proceeding through the archway.



CONFRONTATIONS

This is your first battle with Conrack the Betrayer, which is essentially a battle of distance. He has a rather imposing shield, and he attacks by slashing twice with a sword. Wait till he's slashed twice and then slash once followed by quickly jumping backwards out of his reach. Use rune power if you have it, and you can expect your bloodlust meter to eventually kick in.



FINAL BATTLE

Ragnar, now demonized, must defeat several Sarks before fighting Conrack, who awaits on the right. Be sure to heal with the green pool, and there's another by Conrack. This fight is more or less a slugfest, but you'll find that Conrack is less adept at attacking when up on the hill. Once again, mind your distance and attack after he throws his combo.



MADDEN NFL 2002

If you want to be a great *Madden* player, take some time and follow our six steps.

Six Step Plan For Madden 2002 Greatness



STEP 1: Training Mode

Timeframe: One Day

Tip: The first thing that you need to do is learn the basics. Thankfully, the game features a full Training mode, which introduces you to all the plays and playsets. Listen carefully as Madden describes each play and try to run it exactly as it's meant to be run. Go through every single playset and you just might surprise yourself with a few great plays you've never really noticed before.

Special Tip: Practice the special moves like spins, jukes and dives in this mode. By the time you're finished, they should be instinctive.

STEP 2: Exhibition Games — Run Focused

Timeframe: Two Days

Tip: Focus on the running game now. Play exhibitions using only running plays. You'll lose many of these games, but the important thing is learning how to use your strongest running plays, read the defense, find holes in the defense and follow blockers. Check the linebackers before the snap and call an audible to exploit gaps.

Special Tip: When focusing on the running game, be sure to turn off the option that lets players get tired. Otherwise, your running back will be useless by the second half.

STEP 3: Exhibition Games — Pass Focused

Timeframe: Two Days

Tip: Develop a passing attack. Play an exhibition game using only passing plays. Vary between long and short passes and don't neglect screens. Learn to read the secondary. If the cornerbacks are next to your receivers before the snap, it's likely to be man to man coverage, so try a deep pass. If the cornerbacks drop away from the line, they're in a zone. Use crossing patterns to exploit gaps in the zones.

Special Tip: If you create audibles for both zone and man coverage, you'll eat pass defenses for lunch.

STEP 4: Two Minute Drill

Timeframe: One Day

Tip: Great players are great under pressure, and the last two minutes of a football game are dangerously pressure-filled. So practice using Madden's Two Minute Drill. Play through this again and again to get a feel for your time constraints. Once you're used to it, the final two minutes will feel like an hour, and you can pick teams apart with a level head.

Special Tip: Remember the two minute drill is not just about scoring quickly. Watch the clock to leave your opponent with little or no time left on the clock.

STEP 5: The Season

Timeframe: Two Weeks

Tip: It's not prudent to be a one-game hero; you've also got to learn about the long haul. Play through a season with your selected team and don't quit when it gets tough. It's more important to learn how to bounce back from losses than it is to win the Super Bowl. This is also a great opportunity to evaluate the strengths and weaknesses of the other teams.

Special Tip: Keep an eye on your player stats throughout. This is a great way to learn which players you rely on too much and which players are underutilized.

STEP 6: The Franchise Mode

Timeframe: Six Weeks

Tip: Now it's time to work on the front office aspect of your game. Once you have solid coaching strategies in place, start looking at the players on your team and experiment with trades, drafting and player creation. After a few seasons of Franchise Mode, you'll have better developed your ability to scout, and you can spot weaknesses on an opponent's roster.

Special Tip: Don't get too attached to veteran players. They're costly and they can often be replaced by a quality player at a fraction of the cost.

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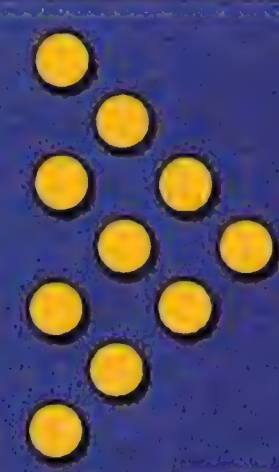
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CODES

This month's hottest cheats

TWISTED METAL BLACK

ADDITIONAL CODES

Infinite Weapons

During the game, hold **△+□+△+□**, input **↑△←○**.

Mega Machine Guns

During the game, hold **△+□+△+□** and press **△△△△**.

Special Freeze Attack

During the game, hold **△+□+△+□**, and press **→←↑**.

Exchange Weapons For Health

During the game, hold **△+□+△+□**, and press **△△△△**.

Translated Minion Codes

When playing as Minion, you notice there are a myriad of nonsensical numbers at the load screen. You can translate these numbers into words with a formula: 1=A, 2=B, 3=C, 4=D, etc.

Messages

1. I do not think this is real.
2. I must speak in code or he will discover me.
3. We are trapped in his head.
4. This is how he sees the world, how Sweet Tooth sees his life, it is not real.
5. All of us are trapped in his head.
6. I miss the old colorful world.
7. We will return to old world one day.
8. In the real world my name is Marcus A. Kane.

RED FACTION

SNEAKY CODE

Stealth Mode

This actually isn't quite as difficult as you might think. When undercover, detection depends solely upon eye contact. So if you look at the ground as you walk, you will never be discovered.

INCREDIBLE CRISIS

INCREDIBLE CODES

Big Head Mode

During the game, hit **↓** or **↑** on controller two.

Flat Mode

During the game, hit **←** or **→** on controller two.

Funny Sound Effects

During the game, hit **△** (Whistle), **△** (Honk), **□** (Booing), or **○** (Drum) on controller two.

WDL WAR JETZ (PS)

HIGH FLYING CODES

Enter these codes in the Code Menu.

Level Select.....NTRPL
Invulnerable.....MRCHBB
All Weapons.....NFCH
Free Ammo.....SPW
All Planes.....SHWRM
Lots of Bucks.....WRCHST

Keep Power-Ups.....GVTBCK
Free EMC.....SMKTRL
Super Armor.....FLYNGTNK
Overlords.....CRNFX
Hover Mode.....SKTCHY
All Cheats.....TWLVCHTS
Bomb Ball.....BMBLL
Bomb Ball Weapons.....CDDHRL
Bomb Ball Opus.....QPVS
Fast Planes.....STBLT
Half Damage.....CHNKY
Bigger Guns.....PNFL
Biggest Guns.....QDDMG
Speed Shots.....ZPPY
Double Bucks.....KCHNG
Mega Convoy.....NPRBLM
Vampire Mode.....SLRP
All Movies.....DVD
Every Movie.....GRTD
Ghost Mode.....SNKY
Dual Fire.....TWFRN
Spin Shots.....SPNNY
Top Gun.....TPGN
No WDL Tax.....SWSSBNK
Nukes.....FTMN
Super Cheats.....ZTJRWLDW

WDL WAR JETZ (PS2)

MORE HIGH FLYING CODES

Enter these in the Code Entry Screen.

Level Select.....JMPTT
Invulnerable.....DNGDM
Thick Armor.....MRRMR
Overlords.....VLRDS
All Cheats.....TWLVCHTS
Fast Planes.....ZPPY
Bigger Guns.....HMMR
Biggest Guns.....QD
Rapid Fire.....FRHS
Speed Shots.....NSTNT
Double Bux.....TWFSTD
Every Movie.....GRTD
Ghost Mode.....SNKY
Dual Fire.....NDBMBS
Spin Shots.....DZZY
Top Gun.....DH
Every Level/Cheat Unlocked.....SPRLZY
Extra 10 Bux.....WNNNGS

Weapon Up At 3.....PYRS
Plane Wins.....SMSHNG
Switch Planes.....NDCSN
Shields On Roll.....SCRW
Valhalla.....WNRLFST
Show Boxes.....BXDRW
Waypoints.....WYPNT

SCARIEST POLICE CHASES

PENAL CODES

Input all of the following codes at the main menu. If done correctly, you'll here a cat meow.

All Missions

↓↑←→△△△△

All Starting Locations (Patrol Mode)

↓↑△△△△△△△△

All Bonuses

←→△△△△△△△△

LE MANS 24 HOURS

WINNING CODES

Go to Championship mode and enter the following codes in the Name Screen; press end and back out to the main menu. You'll notice that the code worked!

Unlock All Tracks

SPEEDY

Unlock All Cars

ACO

Unlock All Championships

NUMBAT

Play The Credits

HEINEY

Unlocks Le Mans

WOMBAT

GAMESHARK CODES

CITY CRISIS

Must Be On ECB6A9801435371C
Massive Score 1CAE2BF017E9C70C
All Levels 4CCEA5581456B00C
4CCEA5601456B00C
All Machines 1CCEA564143FE7AC
1CCEA568143FE7AC
Infinite Time 1CAE2CA01456E7A5
Inf. Passengers 3CAE2FCC1456E7A5
Press Select
For No Time
Remaining OCAE28601456E6A5
1CAE2CA061DFB00C
Infinite Damage 4CAB3E541456E4FD
Infinite Water 4CAE2EEA1456F025
Infinite Water Bombs
4CAE2EE41456E7D7
99 Others Rescued
4CAE2B041456E788
99 Fire Spot Rescued
4CAE2BFC1456E788

0 Dead (Final Rescue)

4CAE2A501456E7A5
1 Rescue to Complete
The Final Rescue
OCAE2A541456E7A6
4CAE2A541456E7AB

GRAN TURISMO 3: A-SPEC

GameShark v1.3 or higher required
Must Be On EC87829C1437062C
10 Trillion Dollars
1C0411241456DEAD
1C041120D26487A5
Simulation Day 9999
1C0411101456089C
Always Simulation Day 1
DO NOT USE WITH Sim Day 9999!
1C0411101456E7A6
9999 Wins
In Simulation Mode, check Game Status
1C04111C1456089C

BLOODY ROAR 3

Must Be On EC8E31301456E60A
Enable Extra Modes
4CB7561C1456B00C
4C8ADF541456B00C
Sudden Death ONLY
4CB756181456E7A6
No Guard ONLY 4CB756181456E7A7
Hard Mode ONLY 4CB756181456E7A8
Knock-Down Mode ONLY
4CB756181456E7A1
High Speed Mode ONLY
4CB756181456E7A2
Low Speed Mode ONLY
4CB756181456E7A3
H.Beast Mode ONLY
4CB756181456E7A4
Sumo Mode ONLY 4CB756181456E79D
P1 Alice 4C8AD4C21456E7A6
P1 Bakuryu 4C8AD4C21456E7A7
P1 Busuzima 4C8AD4C21456E7A8
P1 Gado 4C8AD4C21456E7A1
P1 Jenny 4C8AD4C21456E7A2
P1 Jenny 4C8AD4C21456E7A2
P1 Long 4C8AD4C21456E7A3
P1 Shiva 4C8AD4C21456E7A4
P1 Shenlong 4C8AD4C21456E79D

P1 Xion 4C8AD4C21456E79E
P1 Stun 4C8AD4C21456E79F
P1 Uriko 4C8AD4C21456E7A0
P1 Yugo 4C8AD4C21456E799
P1 Kohryu 4C8AD4C21456E79A
P1 Uranus 4C8AD4C21456E79B
P2 Alice 4C8AD41A1456E7A6
P2 Bakuryu 4C8AD41A1456E7A7
P2 Busuzima 4C8AD41A1456E7A8
P2 Gado 4C8AD41A1456E7A1
P2 Jenny 4C8AD41A1456E7A2
P2 Long 4C8AD41A1456E7A3
P2 Shiva 4C8AD41A1456E7A4
P2 Shenlong 4C8AD41A1456E79D
P2 Xion 4C8AD41A1456E79E
P2 Stun 4C8AD41A1456E79F
P2 Uriko 4C8AD41A1456E7A0
P2 Yugo 4C8AD41A1456E799
P2 Kohryu 4C8AD41A1456E79A
P2 Uranus 4C8AD41A1456E79B

CART FURY

Must Be On EC87EC64144057AC
Max Season Points
4CD001D81456089C

Code of the Month



▲ Simply start blasting with your machine gun, and you will waste every enemy in a matter of minutes! Forget about realism, you've got bad guys to kill!

TWISTED METAL BLACK

All of the following commands are based on the Classic control setting.

ONE HIT KILLS

During the game, hold **R1+R2+L1+L2** and press **X** **X** **↑**.

MX 2002 w/RICKY CARMICHAEL

ADVANCED TRICK LIST

No Hander

Hold trick button and press **○**

Kiss Of Death

Hold trick button and press **○** **○**

Cliff Hanger

Hold trick button and press **○** **△**

Cordova

Hold trick button and press **○** **△** **△**

Nothing

Hold trick button and press **○** **□**

La-Z-Boy

Hold trick button and press **○** **X**

Heel Clicker

Hold trick button and press **△** **△**

Bar Hop

Hold trick button and press **△** **△**

McMetz

Hold trick button and press **△** **△** **△**

Coffin

Hold trick button and press **△** **○**

Saran Wrap

Hold trick button and press **△** **□**

Rodeo Air

Hold trick button and press **△** **X**

Can Can

Hold trick button and press **□** **□**

Disco Can

Hold trick button and press **□** **□** **□**

Pendulum

Hold trick button and press **□** **○**

Catwalk

Hold trick button and press **□** **△**

Switchblade

Hold trick button and press **□** **X**

Indian Air

Hold trick button and press **X**

Seat Grab

Hold trick button and press **X**

Superman Indian

Hold trick button and press **X** **X** **X**

Rocket Air

Hold trick button and press **X** **○**

Cat Nac

Hold trick button and press **X** **○** **○**

Heart Attack

Hold trick button and press **X** **△**

Helicopter

Hold trick button and press **X** **△** **△**

Mulisha Air

Hold trick button and press **X** **□**

GRAN TURISMO 3: A-SPEC

PRO CODE

Professional Mode

In Arcade Mode, highlight the Hard difficulty setting, and hold **R1** + **R2** until the difficulty setting changes to Professional.

FEAR EFFECT 2: RETRO HELIX

CHEAT CODES

Finish the game, and start a new game from the save file. After the beginning scene finishes and Rain leaves, you'll find a control panel on the left-hand side as soon as the screen switches for the first time. Go to it and press the use button. Enter any of the following codes to access the cheats.

All weapons 11692

Infinite ammunition 61166

Big head mode 10397

NASCAR HEAT 2002

Complete every Heat challenge any rating above Bronze to unlock and race as Richard Petty.

Always Super Boost

3CC148011456E7A6

Infinite Boost 4CC1354C1456E641

Start On Last Track (Sim Mode)

3CD000C81456E7B5

9999 Kills - Demolition

4CC145C81456089C

Infinite Missile Time - Lock On

4CC145101456E788

9999 Kills - Lock On

4CCB6F661456089C

Infinite Time - Lock On

4CC144501456E788

Infinite Time - Driving 101

1CC146E81456E788

Low Total Time - Driving 101

1CCAD9F01456E7A5

No Barrels Hit - Driving 101

4CCAD9E81456E7A5

0 Time Out Of Bounds - Driving 101

1CCAD9EC1456E7A5

ALONE IN THE DARK

Infinite Health (Both Players)

801450d80064

Inf Ammo-Revolver 801452c8000a

Inf Ammo-Grenade Launcher

801453000005

Inf Ammo-Grenade Launcher

801453000005

Inf Ammo-3 Barrel Gun

801452d00009

Inf Ammo-Photoelectric Pulsar

801452d8000a

Inf Ammo-Rocket Launcher

801452e80003

Inf Ammo-Plasma Cannon

801452f80064

Master Item Code(Required)

Must be on for item codes to work.

801451c0004f

Have All Weapons

8014524c0017

8014524e0063

801452500059

80145254005e

801452580065

8014525c0066

801452600069

80145264006a

80145268006b

8014526c006d

DARK ANGEL: VAMPIRE APOCALYPSE

Must Be On ECB558681456E60A

Infinite Spirit 4CD446081456E9C

Max EXP 1CDF022817E9C70C

Infinite Gold 1CDF023C17E9C70C

Infinite Power Gem

4CDF02441456089C

Infinite Necrystal 4CDF02401456089C

Infinite Ooze 4CDF02481456089C

Infinite Ammo 4CDF024C1456089C

Infinite HP 1DFD58481453A1E1

Max Strength 1CDF03181456E404

Max Intellect 1CDF031C1456E404

Max Health 1CDF03201456E404

Max Research 1CDF026C17E9C70C

Max Military 1CDF027017E9C70C

Max Economic 1CDF027417E9C70C

Start in the year 1806

4CDFS0861456B00C

EPHEMERAL PHANTASIA

Must Be On ECB6C71C1456E60A

Inf Cash 1CAE405C14BE598C

CF6005414BE598C

No Random Battles

4CAA20C61456E7A5

Inf Cash 1CAE405C14BE598C

1CF6005414BE598C

Quick Level Up-Mouse

4CF431181456B00C

4CF60A501456B00C

4CA356881456B00C

Max Strength - Mouse

4CF6F3A81456089C

Max Speed - Mouse

4CF6F3A61456089C

Max Dexterity - Mouse

4CF6F3AC1456089C

Max Attention - Mouse

4CF6F3AA1456089C

Max Defense - Mouse

4CF6F3B01456089C

Max Mag - Mouse

4CF6F3AE1456089C

Max Mag Def - Mouse

4CF6F3B41456089C

Quick Level Up-Party

4CF6004C1456B00C

4CAE407C1456B00C

4CAE3AF41456B00C



LETTERS

The answer to your question is just a letter or an e-mail away



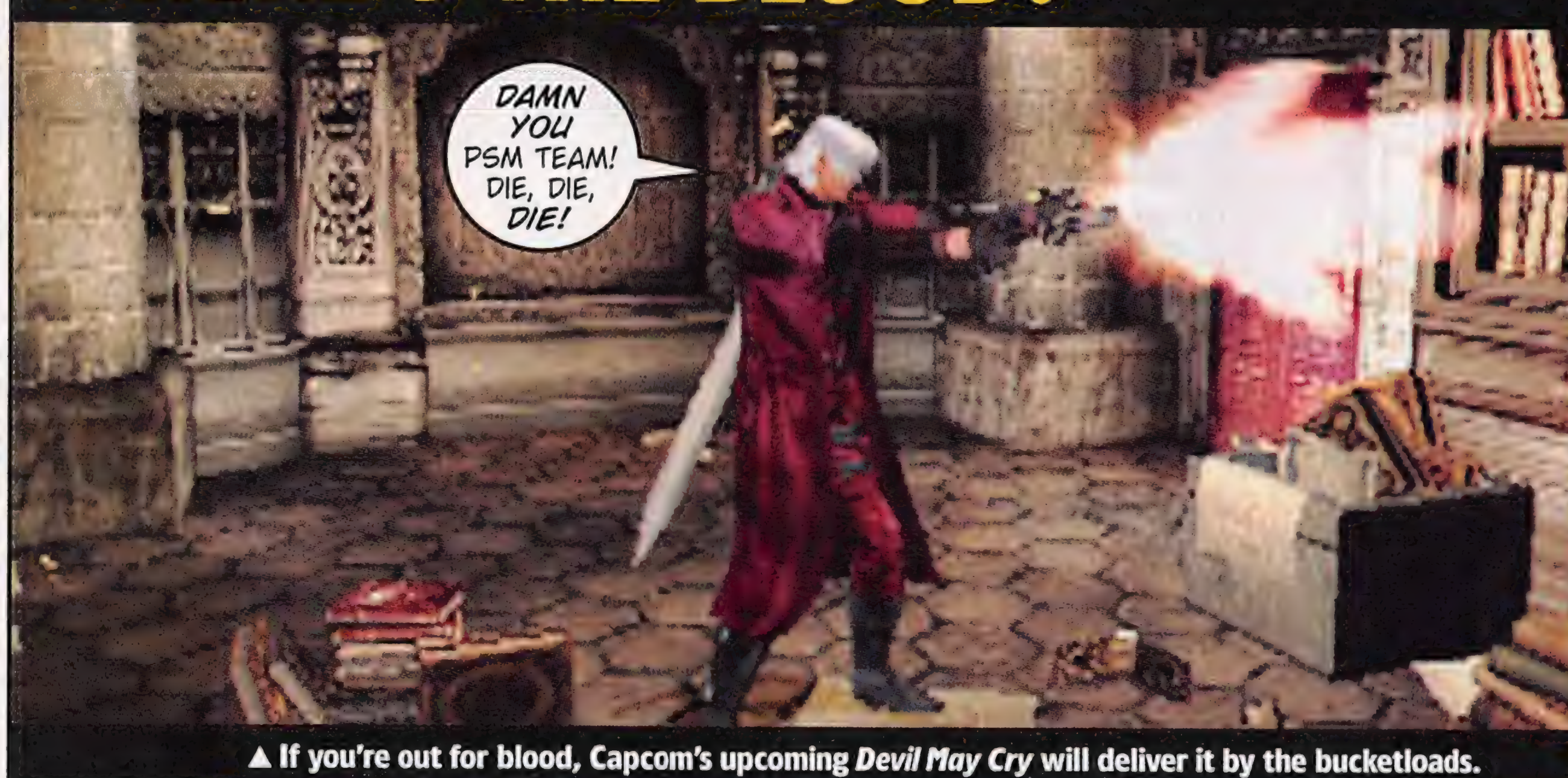
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WHERE'S THE BLOOD?



▲ If you're out for blood, Capcom's upcoming *Devil May Cry* will deliver it by the bucketloads.

RANDY'S TIP OF THE MONTH:

"Gotta get someplace fast? Try this: when you're stuck at a red light, keep an eye on the light facing the other direction. When it turns yellow, hold the clutch in and hit the gas. As soon as your light turns green, release the clutch and you'll get a turbo boost!"

Has Capcom wimped out?

Is it just me, or has Capcom gone soft? I just got *Onimusha*, and it was a total letdown! No severing of body parts, no decapitations... what's the point of giving the game an M rating? If you're killing things that don't even resemble a human being, that shouldn't make it an adult game. If that's the case, then why not give a game like *Ninja Gaiden* an M Rating? You're actually killing *people* in that game. Also, the ending sucked and really didn't make sense — but at least it's different from *Resident Evil*, which has the same ending every single game. I hope that *Devil May Cry* doesn't turn out to be a letdown as well. Thanks for letting me vent, I just had to get that out of my system.

Delilah Westrick, dwestrick@mediaone.net

STEVE: *Onimusha* wasn't violent enough for you, Delilah? It's got blood, lots of swordplay and an endless number of demon troops to hack up. If that's not enough, you might have some "issues" that we need to talk about ;-). In general, console game developers don't like to go too overboard with violence because it might limit their sales (some stores won't carry violent games at all). However, we *are* starting to see more mature titles show up. Games like *Twisted Metal Black* and *Fear Effect 2* really push the boundaries of the ratings system. And don't worry — the action in *Devil May Cry* is pretty hardcore!



▲ Each and every month, the PSM staffers take time out from starring in their own comics to form a super team for letter-answering justice!

About those PS2 mod chips...

1. I asked another gaming publication whether or not the Japanese PlayStation 2 can play American PS2 games, and all they said was "no". Could you guys please give me a better answer?
2. What's the real difference (if there even is one) between the SCPH-15000 and the SCPH-10000 PlayStation 2 models?
3. Are mod chips legal? (They are for copies...)

Aslan Alisjahbana
nookied_pollution@hotmail.com

RANDY: I don't know if this classifies as a "better" answer, but no, the Japanese PlayStation 2 is not designed to play games that are made for the American PS2. There are several mod chips available that will let you do this, but they put your PS2 at risk — you have to pry discs from inside your PS2 while it's on and swap them, which really isn't the best thing for keeping your system in good running condition. Additionally, installation of the chips themselves means taking your PS2 apart, and trust me, it's a real pain

LINK-UP

Send your linkup e-mails to psm@imaginemedia.com, with "Link up" in the subject line.

► Dan Mechtel

DMechtel@webtv.net

Favorite Genres: RPGs

Favorite Games: *Final Fantasy* series, *Street Fighter* series, *Gran Turismo*.

Quote: "Final Fantasy 4 Life"

► Steve, age 13

merlin2078@yahoo.com

Favorite Genres: RPGs, Platforms

Favorite Games: *Legend of Dragoon*, *Metal Gear Solid*, *Rollcage Stage 2*

Quote: "DOH! NUTS! Mm... Donuts!"

► Ian the Ninja Gundam, age 14

l.mclean@arnprior.com

Favorite Genres: RPGs, Action, Adventure, Fighting

Favorite Games: *Tenchu*, *Final Fantasy*, *Gundam Battle Assault*, *Armored Core*, and any game with big robots.

Quote: "Hide in shadows, and kill using stealth"

► XeNoGeArZ, age 18

griever@happypuppy.com

Favorite Genres: All

Favorite Games: *Harvest Moon(!!!)*, *FF7*, *FF8*, *Lunar1 & 2*, *Shenmue*, and of course... *Xenogears*

Quote: "Life is a waste of time, time is a waste of life, so get wasted all the time, and have the time of your life."

to get the system put back together properly. We opened one once for a photo shoot and actually had components spring out onto the floor before we could seal the unit back up!

As for the two different PS2 models you mentioned, the SCPH-15000 (a Japanese model) is like our U.S. version in that it has built-in DVD drivers and an internal hard disk bay, something the original SCPH-10000 (the first Japanese version of the machine) didn't.

Finally, mod chips aren't illegal in their own right, but owning or playing copied games IS illegal. Plus, opening a PS2 voids its warranty, so Sony won't have anything to do with you should you need to repair it.

Which hard drive is for me?

I heard that there will be internal and external versions of the PlayStation 2 hard drive. Will the two models be very different in performance? I want the best one I can get. What are the pros and cons of the two different versions?

R.B., PS2RB@aol.com

RANDY: Both drives have exactly the same performance and storage specs, apart from the fact that one sits outside of your PS2 and the other one goes inside. In terms of extras, the external drive (which will only be sold in Japan, by the way) only has an Ethernet (broadband) port and no analog modem. The internal drive (the one you'll be able to buy in the U.S.) doesn't have either — you'll need to buy Sony's network adapter, which features both an Ethernet port and analog mode, sold separately for about \$40.

I wanna drive slick!

Game developers always strive towards realism, especially in the racing genre. *Gran Turismo 3* is a perfect example of this, especially with its force feedback wheel coming out. But no matter how great these games are, there is still something missing without a true manual transmission. The original arcade *Ridge Racer* had a working clutch and stickshift that really made a difference. Will anyone ever come out with a wheel that has a manual transmission and a working clutch for the PS2 or any other videogame console?

Dennis Kwan, slickjeep@yahoo.com

► **A.J. Coburn**, age 15
DarkSwordsman@webtv.net
Favorite Genres: RPGs, Fighting, Survival Horror, Strategy.
Favorite Games: All Squaresoft games (*FF Tactics*) and all Capcom games.
Quote: "I dont like to talk much, but WAZUUUP!!!!!!!!!!!!!!"

► **Victor J. Quiles Ortiz**, age 22
victorjoel6@prtc.net
Favorite Genres: Wrestling, Racing and Action/Adventure & Sports
Favorite Games: *Smackdown 2*, *Driver 2*, *Nascar* & *Metal Gear Solid*
Quote: "Wazup, Do you smell what The Sensation is cooking?... It doesn't matter if you smell or not!"

► **Scott McCutcheon**, age 15
City_Hunter56@hotmail.com
Favorite Genres: RPG's, FPSs, Light Gun, Survival Horror, Action/Adventure
Favorite Games: *Final Fantasy I-IX*, *Chrono Trigger*, *Chrono Cross*, *Metal Gear Solid*, *Tenchu*, *Medal of Honor 1&2*, and *Syphon Filter 1&2*.
Quote: "Omae o Korosu"

► **Chris Hamm**, age 15
iwannaprojectchick@hotmail.com
Favorite Genres: RPG, Shooter, Wrestling
Favorite Games: *WWF Smackdown 2*, *Medal of Honor*, *Tekken 3*
Quote: "How much!? 300 bucks!?! Hell no, I won't buy you one!"

LETTER OF THE MONTH



▲ While it might be a fun and unique experience to control a nasty villain like Sephiroth, they don't tend to get the girls in the end.

I just have one problem. In this day and age of RPGs, how come I can never be the bad guy? I believe that we should have a choice in whether we want to save the world and get the girl or put every other person that isn't of your bloodline into slavery. That's all I wanted to say. Are there any RPGs out there like this?

Crazy, crazeate69@hotmail.com

TOKOYA: I agree — it would be pretty interesting to play more RPGs that featured a villain trying to dispose of the hero. I would've loved to play as Sephiroth in *Final Fantasy VII*. Perhaps you missed it, but *Blood Omen: Legacy of Kain* (an Action/RPG) did feature a vampire who was sort of a villain. Although it's not exactly what you might be looking for, it's a step in that direction. The *Blood Omen* sequel for PS2 will feature the same premise, although it's a lot less RPG-like than its predecessor.

TOMMY: Apparently, the exhaustive depth and meticulous physics of next-gen racers, particularly *GT3*, aren't enough to challenge some gearheads :-). Unfortunately, it's hard for manufacturers to turn a profit on such a specific peripheral that has a very limited appeal. The additional costs of adding a clutch pedal and a standard-H manual transmission, and the commitment necessary from developers to code for such peripherals, are important factors.

As it stands, you may have to be satisfied with assigning shifting buttons to your controller, or use the Formula 1-style shifters that come mounted on some steering wheels. You'll be hard-pressed to find a clutch pedal anywhere, but there is a standard-H shifter for the PC called the **RS Shifter by Act Labs**. It's sweet, but it will probably be hard to find. You may also want to check out some models by **Mad Catz** — such as the **MC2** for PlayStation, and the **Puma GT** and **Andretti Racing Wheels** for PC — which have limited in-line stick shifts.

"J-pop" is... what, again?

This question is directed to Chris Slate: I get PSM every month and I always read what everyone has

to say in their bios. One of your likes is "J-pop". Could you please explain just what J-pop is?

Steve B., Bandit_zero@hotmail.com

CHRIS: "J-Pop" is short for Japanese pop music. Maybe it's all those years I've spent listening to Japanese game soundtracks, but for whatever reason I'm hooked on the stuff. If you're feeling adventurous, see what you can dig up on Puffy, Dragon Ash and Utada Hikaru — they're some of my current faves.

What's with my FF Chronicles?

I just purchased *Final Fantasy Chronicles*, and sometimes when I insert either CD (*Chrono Trigger* or *Final Fantasy IV*), it just tells me to insert a PlayStation disk. All of the other games I own, including *Final Fantasy Anthology*, work perfectly. Can you tell me if I need to exchange my collection for another copy, or is this just a glitch, or...?

Kyle Morris, snesrpgmaster@yahoo.com

STEVE: We asked Square about the problem, and it seems that you're not the only one having trouble. (continued on page 108 ►)

GAMES WE WANT TO SEE

T. HAWK'S PRO SKATER

No, we're not talking about skate star Tony Hawk, but rather, *Super Street Fighter II's* T. Hawk — y'know, the big goon with the feather in his hair that most people never pick. In this game, T. Hawk would still be big and slow, so most gamers still wouldn't choose him. The key is to overcome his lameness and find a way to win in spite of him. If you can do that, maybe you can finally make T. Hawk give up at the end, and then boot his sorry butt out for good. Seeya, T. Hawk!

DOWNTIME

Hey, only 99% of our time is spent on playing games! We do other stuff, too!



▲ When the dolphins finally make their move, the dumb will inherit the Earth (just kidding, Steve!).



▲ Tokoya rubs elbows with Naughty Dog's Jason Rubin, who's busy at work on *Jak and Daxter*.



▲ Chris went to Las Vegas with a pocket full of quarters and left with a handful of broken dreams.



▲ When the production crunch heats up, Dan, our Art Director, finds a unique way to cool down.

(continued from page 107 ►) Unfortunately, no one can say exactly what's wrong. The only thing we *do* know is that many copies seem to work fine, so your best bet for now is to exchange your game for a new one.

Getting into game design

I've been very interested in programming lately and I very much want to design my own games. I'm only 14 right now, but I might as well try to get a head start, right? I'm looking for really good software that will guide me in creating a decent game. I need anything related to game design. Do you have any suggestions?

Stephen Wazzi, limpbizkit76453@excite.com

STEVE: With the current crop of consoles, programming has become a lot more complex and time-consuming. On the PS2, a lot of the work is done in low-level assembly code which can be a pain to learn. I mean, that's pretty much as close as you can get to machine code (ones and zeros) without actually using it. The Gamecube and Xbox are generally easier to program for, but you'll still need to know assembly and the C languages.

There are some good books out there that teach general game design, and many of them come packed with various programming languages and tutorials. However, your best bet is to go to your local software store and buy a full version of C++ and start learning that first.

Online gaming costs too much!

I was just wondering how much it's gonna cost to buy all of the stuff that's needed to play online games through your PlayStation 2. In your magazine you showed a \$40 adapter, along with mouse, a keyboard, and an LCD screen. If you have to buy all of this stuff to play online games, it seems a little expensive, don't you think? I'm a longtime supporter of Sony, but I don't have the cash to spend \$200 or more just to play online games on my PS2.

Brandon smith, bambam@avsia.com

TOMMY: That's a major concern of all PS2 gamers, Brandon. There are some burning questions on U.S. pricing that we'd love to

HARDCORE

Both Hands On The Wheel

My friend and I spent four hours straight playing the i.Link mode in *Gran Turismo 3* (the Japanese version). On my way home, I got a speeding ticket for going 63 in a 40mph zone. Needless to say, I'm going to get the U.S. version of the game as soon as it becomes available in stores.

I'm even thinking about putting my PlayStation 2 in my modified 1995 Acura Integra LS — kinda like that guy in the movie *The Fast and the Furious*, who played GT2 in his car. It's gonna be great!

Matt Smith, solidsnake125@yahoo.com

TOMMY: "Velocitation" is a temporary tendency to perceive velocity to be much slower than it is in reality. It is conditioned by driving at high speeds for long periods of time. I guess it's a great testament to *Gran Turismo 3* that it can induce velocitation. We sincerely beg you not to play your PS2 while driving, even though Ice T has a similar set-up in one of his pimped-out hoopdees.

have answered officially by Sony, but unfortunately, at this point we can only guess at the details based on announcements made for the Japanese market. (By the way, be sure to check out this issue's Top Story in Monitor, on page 18, for the latest info.)

Forking out more money for additional PS2 hardware is no joke, but it helps if you think of it as a long-term investment. Over the course of several years, the pretty penny that you spend today to get up and running online should prove to be well worth it.

The good news is that Sony won't be trying to make tons of money on the online peripherals themselves; rather, Sony views the ability to go online as a way to drive software sales and enable its partners' online services for years to come. And Sony is very aware that gamers will shun the hardware if the price isn't right. Don't be surprised to see bundling deals or other special agreements in the near future (like "sign up for our service and get all the gear you need free").

Waiting for the Wild West

When the PS2 first came out, I remember hearing that there was going to be a game for it called *Gunslinger*. The description of this game sounded excellent, as well as the premise of being able to (continued on page 110 ►)

CELEBRITY LETTER

O Genki desu ka?
It's your old pal, Banzai Chibi-Chan! Hey, I know that we didn't part on the best terms, but I had to congratulate everyone on the 50th issue! Wow, *sugoi!* You guys really are the best *tomodachi*, or "friends", that I ever had. So... while we're talking, got any work for ol' Chibi? I apologize for spilling that hot coffee on Chris — let's let bygones be bygones. Whattaya say?

— Banzai Chibi-Chan

CHRIS: Uh, no.

► Jon "Jammin" Woodin, age 16

tinsmith1005@hotmail.com

Favorite Genres: RPGs, light gun, survival horror, and action.

Favorite Games: FF5-9, FFT, Resident Evil 2, Tomb Raider 1-4, Lunar SSSC

Quote: "Don't feel too badly about your defeat, for I take no pleasure in beating those who are afraid."

► Jennifer "Chumley" Potts, 24

chumpen@juno.com

Favorite Genres: RPG, Puzzle, Horror

Favorite Games: Final Fantasy VII and VIII, Resident Evil Series, Evil Dead

Quote: "I'd only come here, seeking peace. I'd only come here, seeking me. It seems I came to leave." -VNV Nation, Dark Angel

► JT "Pen" Driscoll, age 28

chumpen@juno.com

Favorite Genres: Survival Horror, some RPGs, Trivia

Favorite Games: Silent Hill, Resident Evil Series, Dino Crisis, Parasite Eve

Quote: "When there's no more room left in Hell, the dead shall walk the Earth." -Dawn of the Dead

► Wayne Henderson, age 18

chinook694@yahoo.com

Favorite Genres: RPG, Survival Horror, Action/Adventure, Sports.

Favorite Games: NHL Faceoff 2001, Dino Crisis, Final Fantasy, Resident Evil

Quote: "Win if you can, lose if you must...but always, always, ALWAYS hurt someone!"



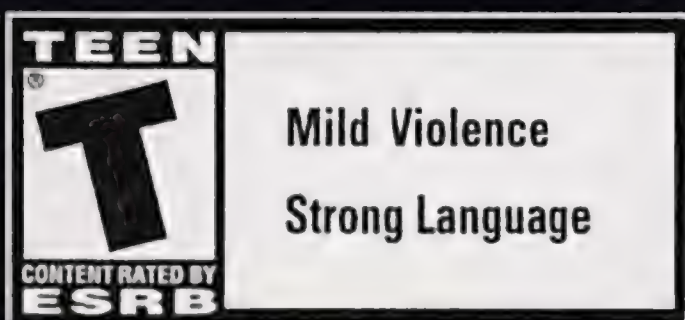
Wild, original arcade action now with PlayStation 2 graphics and power!



Kickin' in-game soundtrack featuring The Offspring and Bad Religion!



Rules? There ain't no rules. Drive on rooftops, through subways, even underwater!



PlayStation 2



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smart bomb

TIP OF THE SLOINGUE



(continued from page 108 ►) determine your own destiny as an outlaw or a hero of the Wild West. However, I haven't heard anything more about this game since then. Is the game still in development, or has it died?

Thom, Nascardnd@aol.com

STEVE: Don't worry, pilgrim — *Gunslinger* is still coming out, but Sony now has the rights to publish the game instead of Activision. Apparently, it's still slated for a Fall release.

Metal Gear "not real enough"?

I'd like to say that I like fiction games, like *Devil May Cry*, because the creators get to use their imaginations. But what the hell is up with *Metal Gear Solid 2*? Ocelot has a hand with Liquid's personality? Fortune carries a heavy gun that looks impossible to lift? This game was meant to be realistic; that's how it got famous. Is there a good explanation or is the game turning out to be of "cheap Japanese movie" caliber?

Patrick, VedicOcelot@aol.com

CHRIS: The game is pretty realistic, but it's also very "videogamey". If you think about it, the *Metal Gear* series has always been like that — I mean, how realistic is a floating, spinning item box? If you ask me, it's often the "unrealistic" quirks that make the story, and especially the characters, so interesting. So, don't worry!

Am I the only one?

Am I the only one in the world who really enjoys playing *Harvest Moon*? I have asked a lot of my friends and they think it's stupid. It's true that it isn't a *normal* game, but it is fun. Also, my sister loves horses, so I was thinking of getting her a horse racing game. Do you know of any?

NN, NeonNapalm@aol.com

TOKOYA: *Harvest Moon* is quite a unique game, and although it's not *my* cup of tea, there are plenty of other gamers who enjoy it. In fact, many of my friends are hardcore into the series — you're definitely not alone!

As for horse racing games, your sister might be out of luck, depending on her age. Tecmo has released a game called *Gallop Racer*, but it's pretty tough and might not be suitable for a younger player. Maybe she should rent it to give it a try first.

Kissing Cousins

In the Celebrity Letter that you ran in Issue 46, it spells out that Samanosuke has the hots for Princess Yuki. This is also inferred in the illustration of the two characters that you had in your recent Swimsuit Special (which was in issue #47 — the July issue, I think). Yet, in the manual for *Onimusha*, it states that Yuki is actually Samanosuke's cousin. Do I detect a faint hint of Capcom-related incest going on here?

Avalon, rabid_purple_chicken@hotmail.com

TECH TALK

The mysterious shaking TV screen

I recently got a new TV (handed down from a relative who needed a new one), and when I tried to hook up my PSone to it, the screen shook up and down at a pretty fast rate. It got annoying, and I have tried over and over again to fix it, but nothing has really worked. I even tried hooking up my old PlayStation, but the games still shook. And even when I hooked up my PS2 and played PSone games on that, it shook. But amazingly, DVDs and PS2 games don't shake. I just don't get why the screen would only shake with PSone games. Got any advice here?

Keil D'tana, sergeantsquirle@yahoo.com

RANDY: Your problem sounds like one that people were having with certain model Zenith TVs back when the original PlayStation came out. If your TV is a Zenith, your best bet is to check with Sony's technical support (1-800-222-7669) or Zenith (1-847-391-7000) to see if a fix was ever found for this rare, but frustrating problem. If your TV isn't a Zenith, I'm at a loss for what it could be — I've never heard of this particular problem with another brand of television. Again, your best bet in this case is to give Sony's tech support number a ring and explain your problem.

CHRIS: Um... they're supposed to be *cousins*? Er... Um... Well, of course we would have known that... Just a sec'... (sound of Chris running out of the building, into his car and screeching away).

STEVE: Actually, sometimes in anime, cousins are presented as being romantically involved (such as in *Sakura Diaries*, or even *Robotech*). Must be a Japanese thing. Anyway, Samanosuke always seems to be cradling Yuki, so it's not that hard to get the wrong idea ;-)

LINK-UP

► **Darrell Mashia**, age 17
DC69@anime-genesis.com
Favorite Genres: Wrestling, horror
Favorite Games: *WWF Smackdown*
Quote: "I can't promise that I'll try, but I'll try to try."

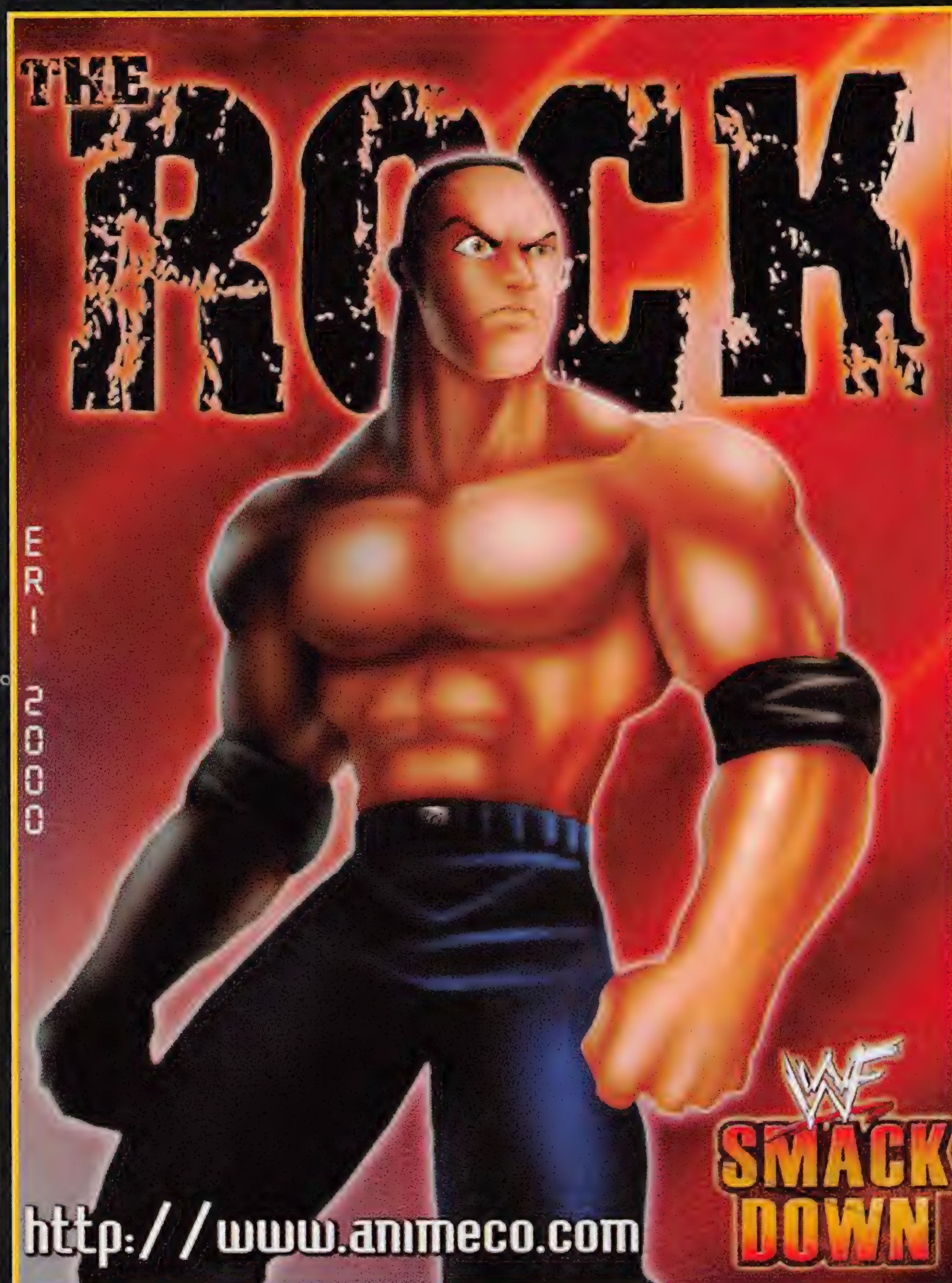
► **Raye Yui Valentine**, age 16
Ninoskall@aol.com
Favorite Genres: Anime, RPGs
Favorite Games: *FF7*, *8 & 9*, *Breath of Fire 3*, *Bloody Roar 2*, and *DragonBall GT "Final Bout"*
Quote: "Weakness is a sorry excuse for the people who don't have the power to take over the world!"

► **Jonathan DuBos**, age 11
gabe_logan2001@yahoo.com
Favorite Genres: RPG, Shooters, fighting games
Favorite Games: *Tenchu 2*, *Final Fantasies*, *Tekken Tag*, *Syphon Filter 1&2*
Quote: "Live by honor, kill with style ;)"

► **Elizabeth Medina**, age 16
wv79@juno.com
Favorite Genres: RPG, Survival Horror, Action/Adventure, 1st person shooter.
Favorite Games: *Dino Crisis 1 and 2*, *Tenchu 1 and 2*, *Tenchi Muyo*
Quote: "The control panel is really messed up!"

PSM FAN ART

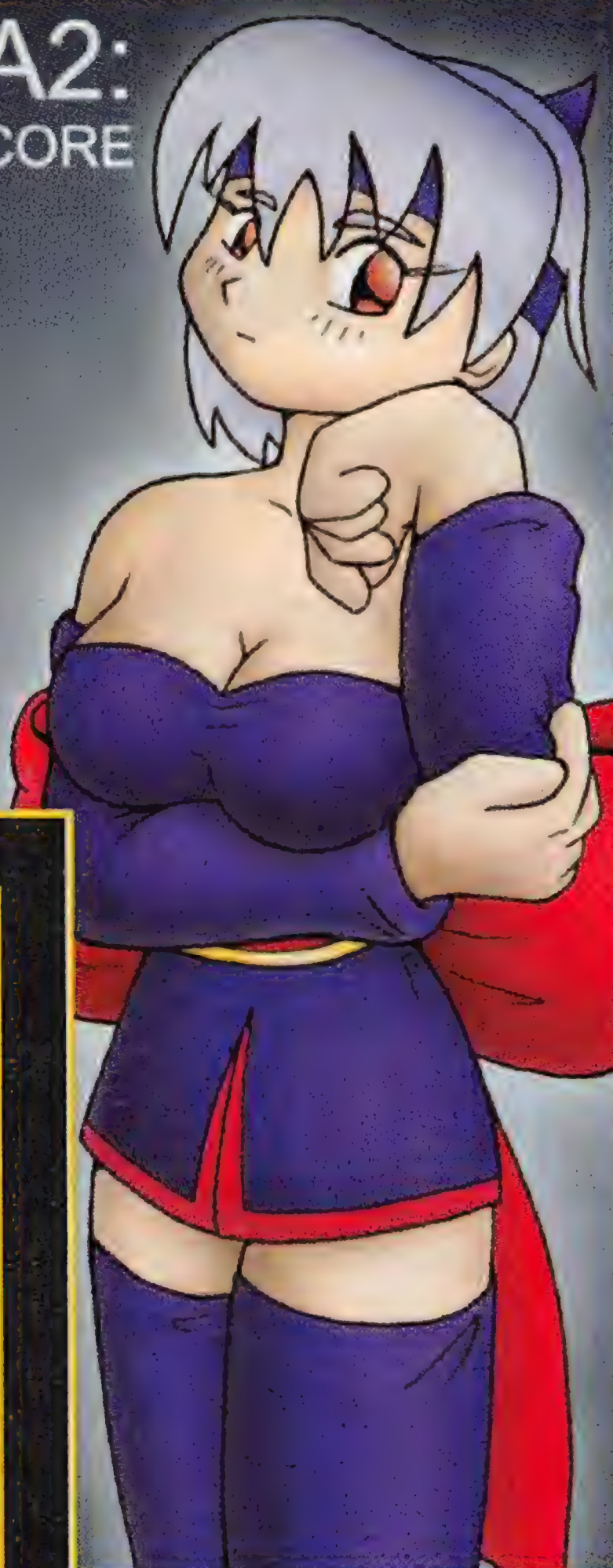
Every month we take a look at the coolest PlayStation fan art from the hottest new talents. If you've done an illustration that you'd like to see printed here, send us a copy! (We'll take originals too, but we can't return them). Address it to **PSM Fan Art, c/o Imagine Media, 150 North Hill Drive, Brisbane, California 94005**. Or, even better, e-mail a hi-res version of the piece to us at psm@imaginemedia.com. Be sure to label the subject heading "Fan Art." Now get busy! :-)



▲ With this awesome illustration of The Rock, artist **ERI GAUDIAMO** has proven that he is indeed "The Great One". Hey Eri, since you send in so much fan art and you're so damn good, why don't you draw a quick comic showcasing the top **WWF Superstars** layin' the smack down on each other? That'd be pretty freakin' cool. If everyone agrees that Eri should draw a **WWF comic**, gimme a "Hell Yeah!". Now chant **ER-I! ER-I! :-)**

► Check out the nice *Final Fantasy X* art from **MARK PHILLIP COROTANI**! Not too shabby, eh? The *Final Fantasy* series has always been the top subject of videogame fanartists everywhere (well, not counting *Lara Croft*). Once *FFX* hits the shelves, we'll probably be buried in art!

DOA2:
HARDCORE



▲ This is a very kawaii (cute) pic of *Dead or Alive's* Ayane. She and her *DOA* girlfriends may be hopping over to Xbox for their next outing, but we liked the image so we ran it anyway. Big thanks to **ALEX KOLLIPOULOS** for the nice illustration!

► *Trap Gunner* is kind of an old game by now, but in the hands of a talent like **AARON VARGAS** it's well worth revisiting!



▲ Tell **MEI XIA** how much this illustration of *FFXIII's* Rinoa rocks at eiji_gen@hotmail.com!



► **Nathan Hogan**, age 14
XxKnotHead4xX@aol.com
Favorite Genres: RPGs, & Action/Adventure
Favorite Games: *FFV - FFVII, FFIIX*, (*FF8* is the sorriest RPG ever), *MGS*, *Lunar Silver Star Story Complete*, *Chrono Cross*, *THPS1* and *2*, and *XenoGears*.

► **Jeff Parker**, age 15
jeff_sc123@hotmail.com
Favorite Genres: Shooters, RPGs, Action/Adventure, Survival Horror
Favorite Games: *Driver*, *FF7*, *FF8*, *Goldeneye 007*, *Perfect Dark*, *Metal Gear Solid*, *Star Wars*
Quote "Pain is weakness leaving the body"

► **Russell May**, age 36
majormattmason@hotmail.com
Favorite Genres: FPS, Flight sim, Action/Adv.
Favorite Games: *Ace Combat(s)*, *Colony Wars*, *Riven*, *MGS*, *Medal of Honor*, *Tenchu*, *RE2*, *Syphon Filter*
Quote "I can actually hear the letter B in the word "subtle"...."

► **Jay Pomerville**
iscream22@yahoo.com
Favorite Genres: Survival Horror, Action/adventure
Favorite Games: *Evil Dead: Hail to the King*, *SSX*
Quote "BILL DONOHUE AND I WILL TAKE OVER THE WORLD!"

RESET

This issue's over, but another one is already on the way

NEXT MONTH

FIGHTING GAME ARMAGEDDON: TEKKEN 4 VS. VIRTUA FIGHTER 4

They're two of the biggest names in fighting game history, they both have the number "4" in their title, and they're both getting set to rock the PS2 down to Electric Avenue... and then they'll take it *higher*. Next issue we'll play 'em head-to-head to find out which series comes out on top.

DEVIL MAY CRY BLOWOUT

Pay very close attention to the words you're about to read, and take them very seriously: *Devil May Cry* has a shot at competing with *Metal Gear Solid 2* for Game of the Year. See why in just 30 short days.



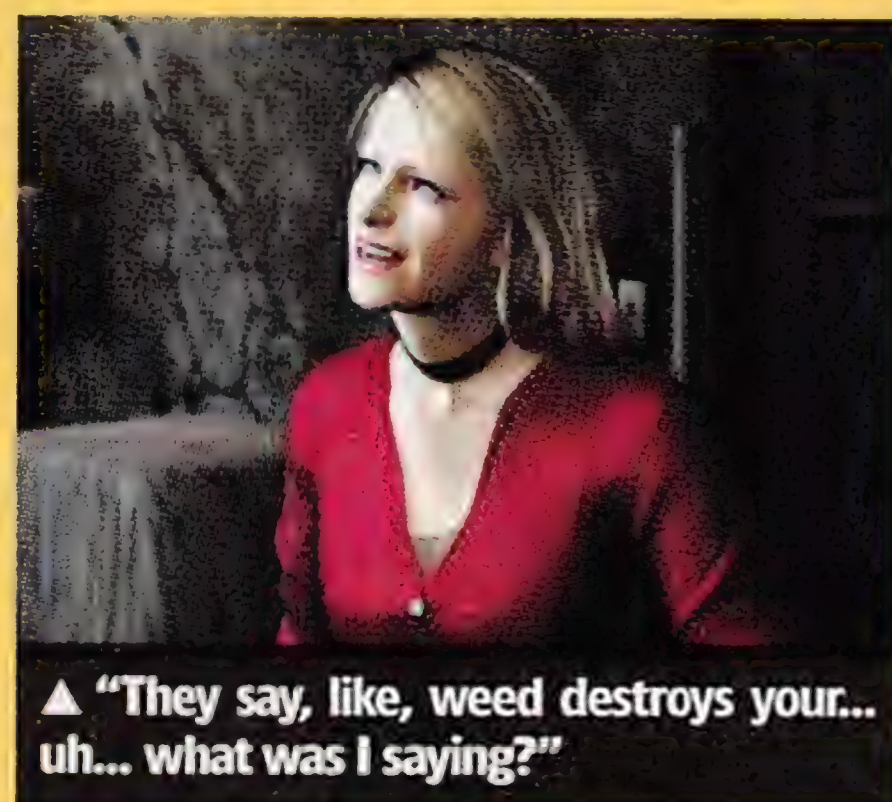
▲ WRITE A FUNNY CAPTION FOR THIS PICTURE!

▲ WRITE THIS CAPTION!

Jot down a funny caption for the game screen up above, and if we like yours the best, we'll send you a PSM Prize Package filled with PlayStation games and goodies! Send your entry to **PSM Caption #50**, c/o Imagine Media, Brisbane, CA 94005 (or at psm@imaginemedia.com, with "PSM Caption #50" in the subject header). Be sure to include your full name and address so we can contact you if you win. Good luck!

AND THE WINNER IS...

FRANZ RITT from Italy is the winner of our June (Issue #46) Caption Contest. You can check out his winning caption below. Franz, your PSM Prize Pack is on the way!

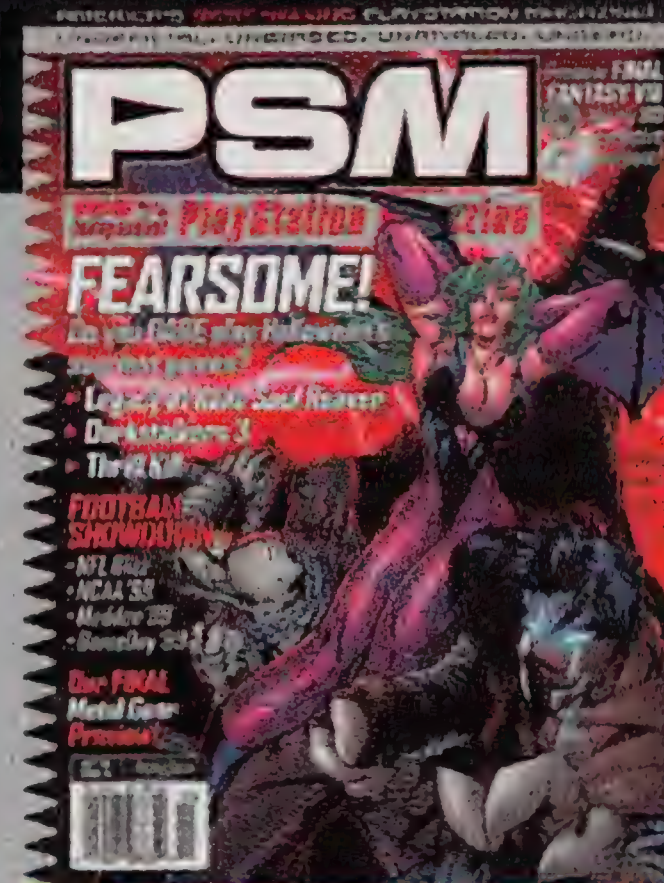


▲ "They say, like, weed destroys your... uh... what was I saying?"

3 YEARS AGO IN PSM... OCTOBER, 1998 One outta two ain't bad

The thing that always jumps to mind about this issue is the fact that one of the characters on the cover was from *Thrill Kill*, a game which ended up not coming out. It was killed because EA (who bought Virgin Interactive, the game's publisher) deemed the game too violent.

Ah, well. We had some other cool "Halloween" style games in that issue, namely *Darkstalkers 3* and *Legacy of Kain: Soul Reaver*. It was also an issue packed with new football games, and it was the month we ran our final in a long series of *Metal Gear Solid* previews. Just as cool, we found some way to pack 79 screens of *Final Fantasy VIII* in there, outlining the entire demo version of the game. Lotsa hot stuff in that issue!



▲ Let's see... That's Raziel from *Soul Reaver*, Morrigan from *Darkstalkers*, and... Who the hell is that guy?

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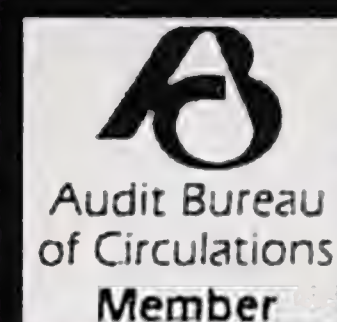
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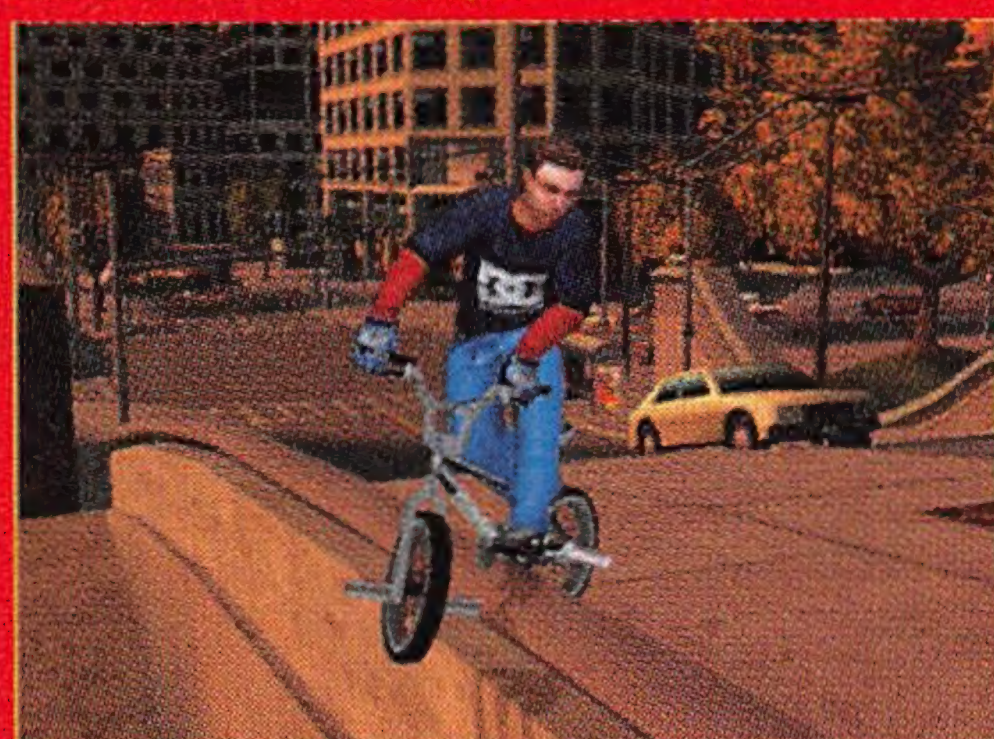
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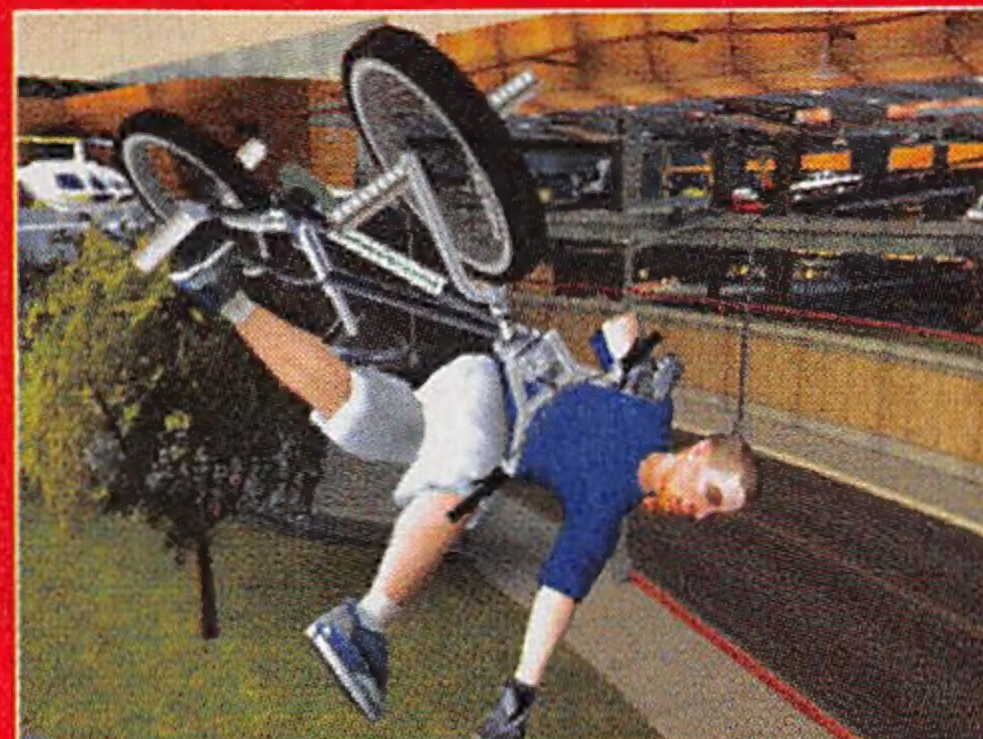
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PlayStation 2



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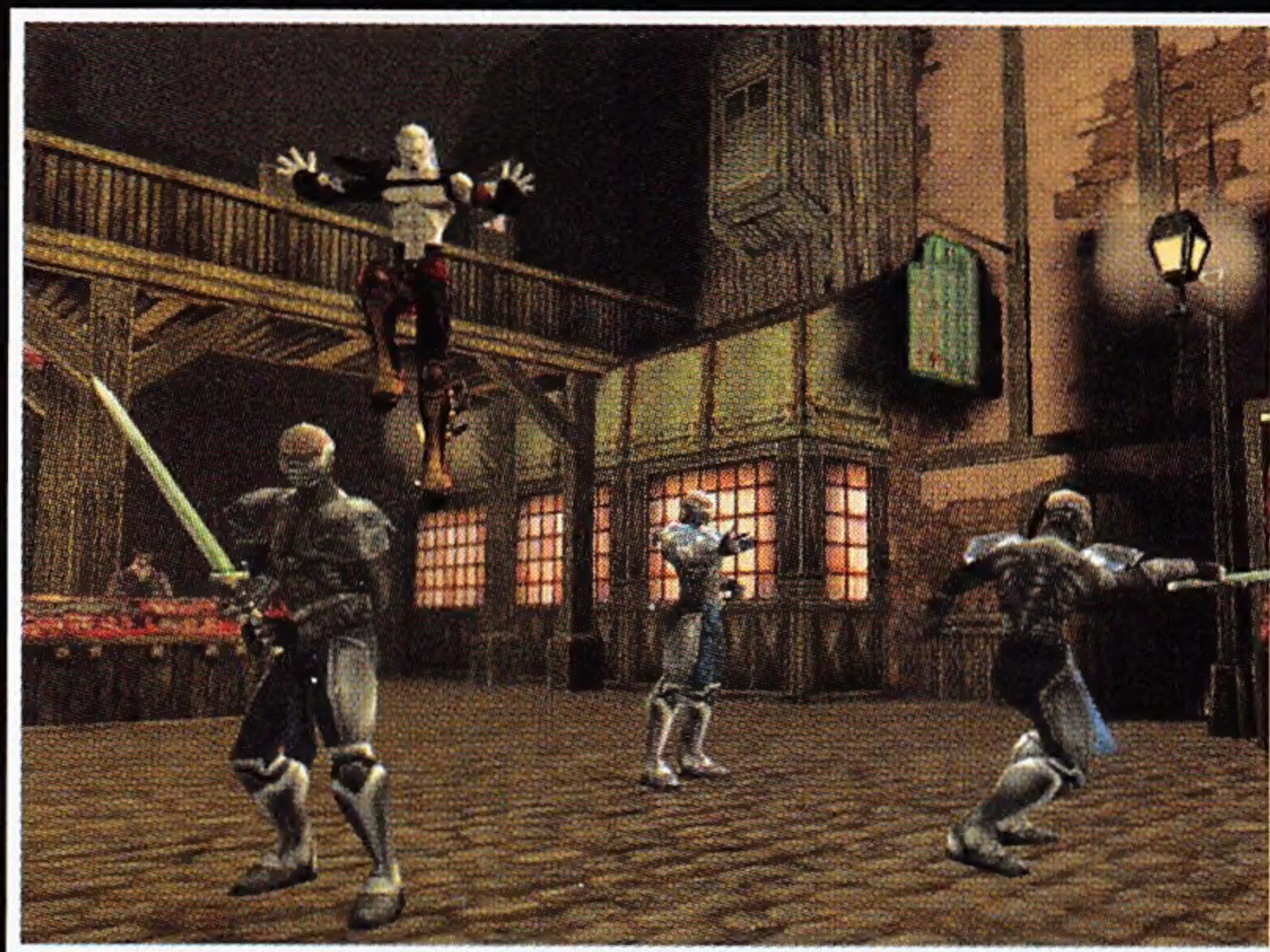
CHECK OUT THE INTERACTIVE DEMO OF DEVIL MAY CRY-NOW AVAILABLE IN RESIDENT EVIL CODE: VERONICA X

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XBOX PlayStation 2



Kain, the most evil video game character of all time, is back to reclaim the land of Nosgoth.



Bare-clawed or with weapons, engage your enemies in close combat, then drain their corpses of blood.



Use your Dark Gifts such as possession, rupture and stealth to claim vengeance on your enemies.

To Behead
Or Not To Behead
That Is The Question
- Kain

! This game is
intended for
mature audiences
ONLY.

THE LEGACY OF KAIN SERIES
BLOOD OMEN 2
HE'S BACK.

www.LegacyofKain.com

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